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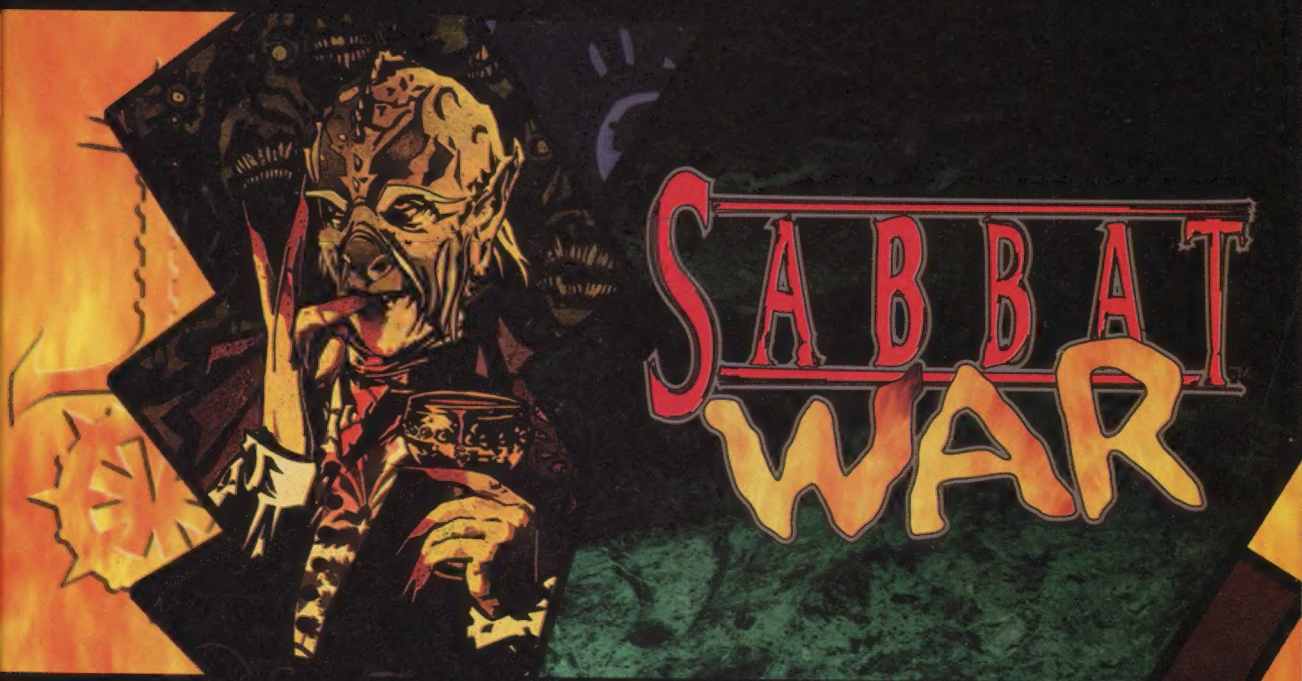
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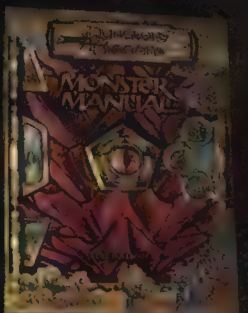
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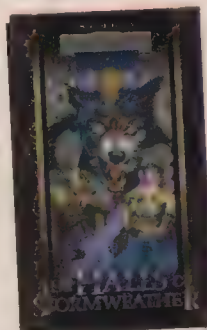


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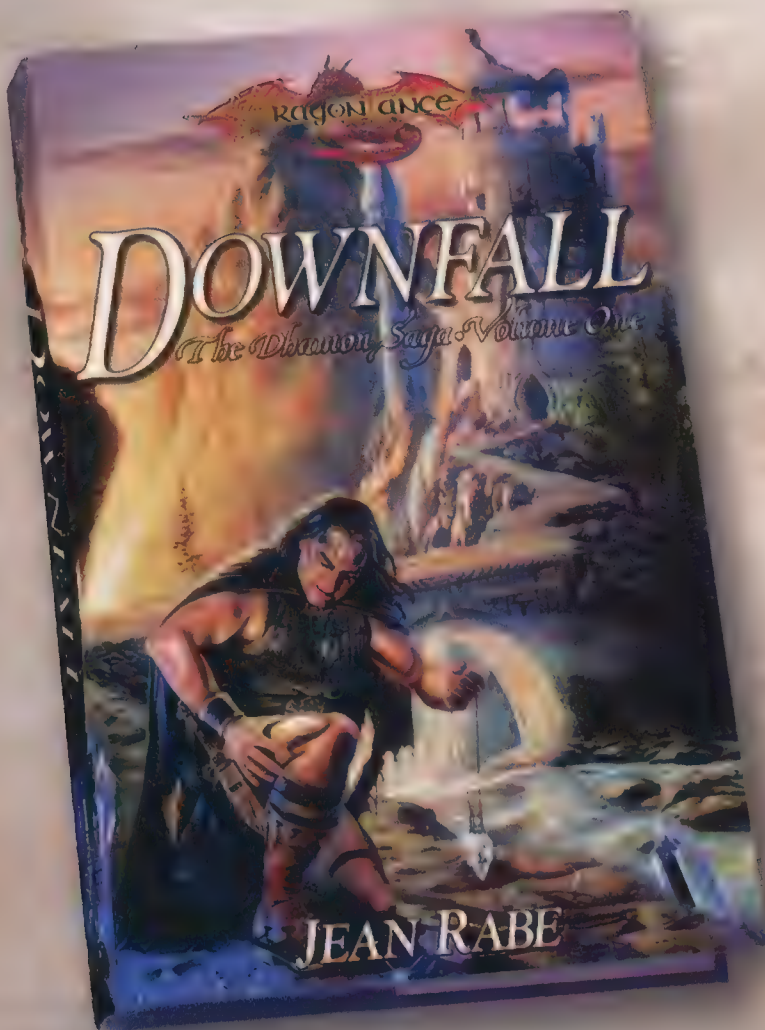
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you keep a sword nearby.





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INQUEST GAMER 65 • SEPTEMBER 2000

THIS MONTH'S COVERS

Fantasy rules our pages this month! Goku and his *Dragon Ball Z* cronies make a major splash in our *DBZ* Players Guide on page 128. In the world of roleplaying, Todd Lockwood's warrior Redgar, from *D&D 3rd*, graces our second cover. Find out more about the new *D&D* character classes on page 52 in our "Power PCs" feature.



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By the *IQ Gamer* staff.

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It's the coolest card game you'll never see.

By Jeremy Smith and the *IQ Gamer* staff.

64 WORLD'S BIGGEST MAGIC GAME

Mass hysteria ensues when 521 players shoot for the title.

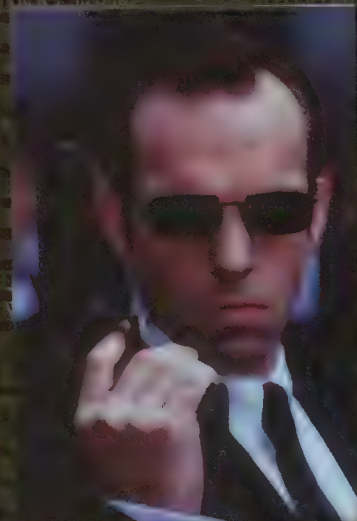
By the *IQ Gamer* staff.



44

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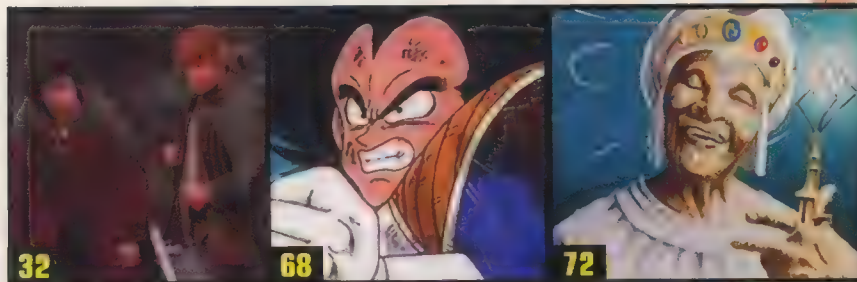
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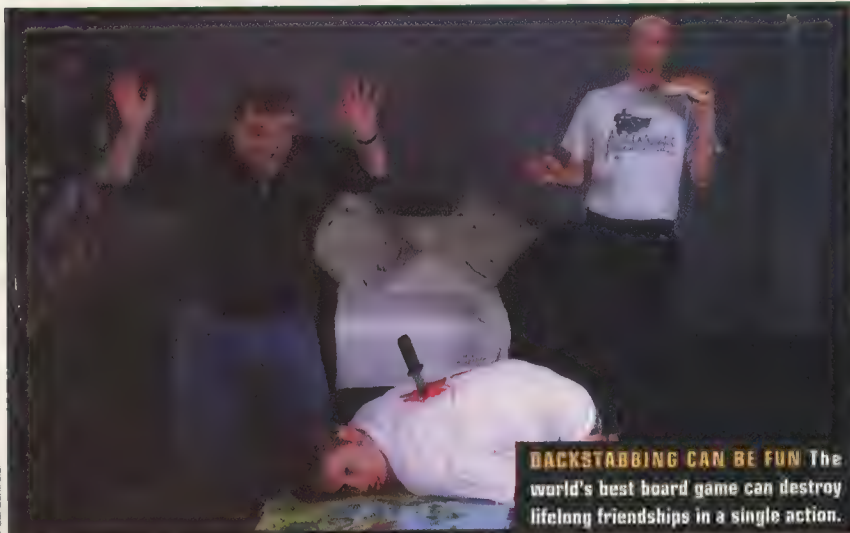
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CRASH TEST DUMMIES



BACKSTABBING CAN BE FUN The world's best board game can destroy lifelong friendships in a single action.

You'd think that a job which requires you to play games all day—like ours—would be, well, fun and games. It ain't necessarily so. Sure, we get to play with new *Magic* expansions five weeks before you do, but sometimes we're strapped to chairs and forced to play games like *Ricochet Robot*, *Calorie Kids* and *Senzar* until we pass out. That sucks, but it's our lot to suffer so you don't have to; just think of us as the crash test dummies of gaming.

What keeps us going in the darker times is the happy thoughts of our favorite games, the ones we play every chance we get. Games like these:

Mike's Fave: *Diplomacy*. Ah, nothing beats a friendly game of backstabbing. In the best board game ever created—simple, elegant, strategically complex—you can play a powerful Russian czar, control the fleets of England or get stuck with Italy and hope no one notices that you've stopped making spaghetti and hopped the border to club Frenchmen in the vineyards. Nothing destroys lifelong friendships better than good ol' *Dip*, but hey, it's fun.

Tom's Fave: *Advanced Squad Leader*. Nothing says gaming satisfaction like blowing up a multi-story building with a Tiger tank. And you get to use flamethrowers. Boy, do I loooove flamethrowers. And demolition charges. I really like those. And rocket launchers! Hot damn! Now, this is fun for the whole family.

Brent's Fave: *Dungeons & Dragons*. Imagine a world where all the chicks wear nothing but chainmail bikinis. And of course they all dig me, or my DM buddy will end up charmed into loving the half-orc Whoopi Goldberg zombie the next time he's on the other side of the screen. Where else can I be the Charlie to a trio of half-nekkid amazon angels? Certainly not around the *IQG* offices.

Paul's Fave: *Settlers of Catan*. *Settlers* was an immediate hit throughout Europe and the States, and no wonder—you get to dominate an island nation populated by little lambs. And you can build the coolest little robots and towers with your spare road and settlement game pieces.

Cownose's Fave: *Candy Land*. Since I can't read or write, I like to chill with this classic, which requires neither. And since dogs are colorblind, I kick their ass all the time. Dumb mutts.

There you go. Now we're gonna spend a couple of hours reflecting on happy games gone by, until it's time to get back into the trenches and learn how to play the *Pez* CCG and hope the rumors about the *Teletubbies* RPG prove untrue.

NONE OF YOU CLOWNS PICKED MAGIC?!? SEE ME IN MY OFFICE ON FRIDAY
-PAT

masthead

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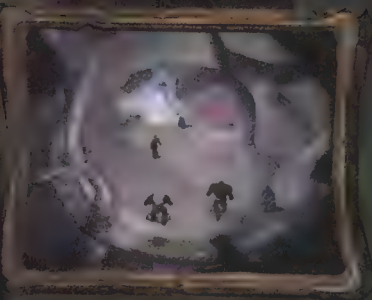
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Inquisition

IDIOT MEMORIAL... TWERPS & WEDGIES... BRAIN BLISTERS...

Guess which single page from InQuest Gamer #63 received the most mail? If you answered the Magic movie ad, award yourself a moon pie and can of Yoo-Hoo. Yes we made the whole thing up, but most fans—us included—thought it was a really neat idea. Letters like Michael Grantock's, who wrote, "this movie would be so cool, thanks for letting us dream" were in the majority. A distant second were those from people like Brian Witherspoon who wrote: "what were you guys smoking when you decided to do this to us?" after reading the last line and discovering it was just us fantasizing.

For those of you who liked it—or those who missed it—this issue has a poster version in the bag. Hang it on your wall, or in the Coming Attractions section at your local theater.

As for me, I really have to start fantasizing about something other than Magic. But a CGI Radiant would be sooo hot.

BIG DUCK-OUT

Tom: Once in a blue moon I have the stroke of luck to get matched up with a "celebrity" like you in a Magic pre-release tournament—*Prophecy*—and guess who ducked out? Shame on you! I demand compensation, a rematch, a... something.

Tom Endrey
New York, N.Y.

Sorry. I had to drop out after the guy sitting next to me kept yelling "I blow my Spore Frog!" I couldn't shake that mental image and wandered the streets of Manhattan aimlessly until I got mugged.

GARFIELD: MAN OF LETTERS?

I read somewhere that there was a story called "Mozar's Journey" written by Richard Garfield printed only in *Alpha Magic* rulebooks. Since most people don't have *Alpha* rule books, would you reprint it?

Jeremy Wolard
Knightdale, N.C.

Turns out this question even had WotC stumped for over a month. When I finally heard from Richard's public relations person she said:

"Richard wrote a couple of introductory paragraphs that appeared in the *Alpha* rulebook. They were about a female protagonist fighting an enemy wizard." The idea was to set the stage for playing Magic, i.e. in the game you play one of these dueling wizards.

MEMORIAL TO IDIOTS

Recently, your covers have featured next to naked women presented in a very untasteful manner. You should advise your artists that this is not acceptable in respects to good taste.

Then, leafing through issue #62, I came upon another of your monuments to idiocy: "Magic's X-Files." How in God's name can you accept this mindless drivel as legitimate humor? This feature is one of the most pitiful pieces of crap I have ever seen. The whole thing is just plain sick and not the least bit funny.

Michael J. Shiver
Hillsborough, N.C.

Not even the City In A Bowl? It's a toilet bowl. Toilet bowls are inherently funny. I'm crackin' up just writing about it.

PEN PALS

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TO WHERE ALL ROADS MEET
AND WHERE YOUR
ADVENTURES BEGIN...

WHERE FANTASY BECOMES REALITY

LET'S ROLE



Kitty Letter

the **LETTER**
of the **MONTH**
as chosen by
COW NOSE,
the 50-pound cat

First off, why doesn't Magic have any cool animals? Just say things like squirrels and jackalopes! Why is there nothing cool, like pelicans? They even have abominos. How stupid is that?

Next, I would like to state that smarties are comics. They have no private property and they work far a whole. Also, if they don't work, they get no food. Papa smart is a dictator, and he wears the associated communist color, red. Since there is only one female, it proves there is mass genocide of females. So smarties are comics.

*Loveless letter
via e-mail*

Squirrels aren't gay, squirrels rule. You want gay? Take a look at your Horseshoe Crab, Walking Sponges and Fledgling Gapeys. Those blow. But in all fairness, there are plenty of cool animals in Magic like, like water backs, snakes and lots of hup cats.

As for the smart situation, I've forwarded your letter to the Postagen. I'll let you know if they write back.

A WORD FROM MR. MATURITY

The Avator Of Hope is farting! Look closely and you'll see.

*Kyung-Jin Cho
via e-mail*

Proving once again, when there's breaking news in gaming, you'll read it here first.

MR. LANGUAGE GUY

Pokémon is slowly poisoning our language. Take this paragraph for example:

"I have a cat. It's name is cat. It goes cat."

Your English teacher would be rolling in her retirement chair. Now take this example:

"I have a Pikachu. It's name is Pikachu. It goes 'Pika-chu.'"

The second paragraph is considered quite perfect by any *Pokémon* fan. By the way, you guys are no better with your buttweasels and all.

*Scott Thong
via E-mail*

There's nothing grammatically wrong with the term "buttweasel." And the beauty is that it can be most parts of speech. For example: Noun: "Hark, check out yonder buttweasel." Verb: "Paul buttweasled me out of a foil Squirrel Wrangler." Adjective: "Did you see the buttweasly suitcase that guy had his Spellfire cards in?" What's not to like?

TWERPS & WEDGIES

If you think you're so smart, answer these questions:

1. How many twerps play *Pokémon*?
2. How many times have you gotten wedgies?
3. When was the first alien sighting?
4. When was Richard Garfield born?
5. Am I stupid?
6. Why am I writing this letter?

*Dan Maftai
via e-mail*

1. According to Wizards of the Coast, "there are 6 million kids who actively

play and collect the Pokémon CCG. I'd guess that half of those are twerps. That's a lot of twerpage.

2. Just once. Right before I went to jail for assault.

3. In 54 B.C., around June 10th, Pablo the Aztec lama-herder saw a flying thing, but didn't know what to call it since saucers hadn't been invented yet.

4. In the year of the rabbit on June 26, 1963.

5. If you're under five, you're a genius. Otherwise, yes.

6. InQuest's space-based mind control satellites made you.

BEEBLE ALL YOU CAN BEEBLE

"Hey there" from all the gamers in the U.S. Army. We scour every page of *InQuest* for hints and tips for *Magic*. Anywho, we were just wondering, what is ya'lls top card from each expansion and what is your favorite expansion? Around here we love *Fallen Empires* and wish we could find it more often.

*Pvt. Dieters
Ft. Sam Houston, Texas*

Our frontline troops like *Fallen Empires*? That's kind of disturbing. I don't have room to list all our favorite cards, but our favorite expansion is still *Legends*. It's not the #1 powerhouse—for what is, see "Survivor!" on page 44—but, pound for pound, it had the most fun cards.

P.O.ed AT D&D B.S.

I have a few things to say about this new 3rd Edition D&D crap. Not to put down *WotC* or anything, but this has got to be the most idiotic idea of all time. Yes, some of the rules needed tweaking, but a 100% overhaul is too much. From what I've read the entire AD&D system will be obsolete in the new version. Now I know that it's the gamer's choice to buy the new edition, but what about those who want to use the new rules with their old characters? The article in *InQuest* 62 even states that none

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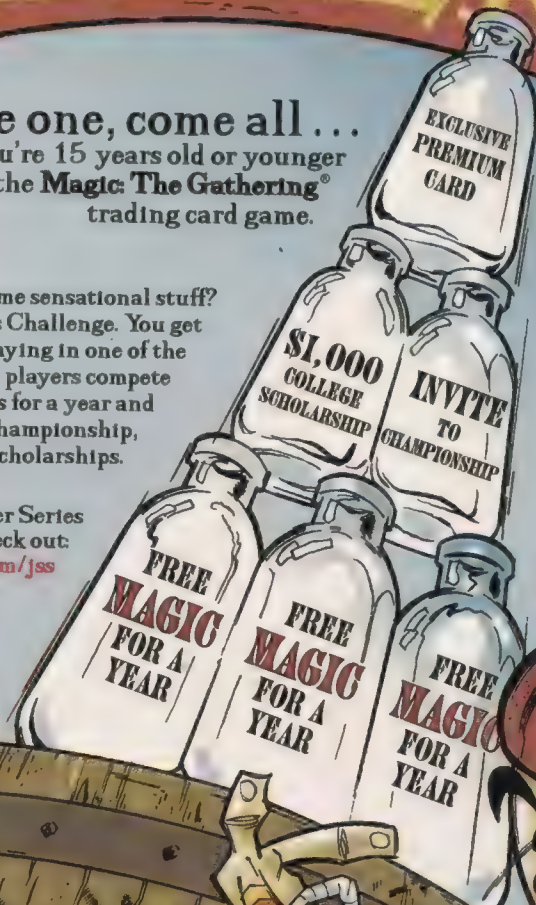
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Shot



The IQ Files

EVEN MORE LETTERS...

of the *Second Edition* translates well to the new rules.

Bill Stinger
via e-mail

Well Bill, D&D Third Edition is happening. You can fight it or you can embrace it, but it's going to be the future of D&D. Having read much of the new books, I can tell you it won't be that big of an adjustment. D&D's always been more about immersing yourself in adventure than rules mechanics. Experienced players will pick up the new system quickly. As for the money, considering the entertainment value you get for the dollars spent, RPGs are among the best deals in the world.

DUTCH BOY

Hi I'm Dutch and I got a question for you. I'm a flopper, a chucker, a wargamer and I play sports. What the hell am I? Can I say "hell" in this magazine? I'll be damned if I can't.

You'll all be worshipping me soon enough so you better start now. When I grow up, I wannabe just like you—except with a girlfriend and a real life.

Thomas Uylenbroek
Holland

We're all minor deities in our own minds too, so you're already half-way there. Brent, for example, is the god of lawn mulch, Paul fancies himself the kami of ketchup. As for what you are, it sounds like you're fairly normal, at least for a wooden shoe-wearing windmill-worshiper.

SAM I AM

Hi, my name is Sam, and I used to play *Magic*. But I sold all my cards three years ago for \$100. They were worth at least five times that. Being a masochistic idiot I like to check the price guide every now and then and calculate how much money I lost when I sold them to a guy who, after I stutteringly offered them to him for "\$200. But I guess I'd go as low as \$100," pulled out a wad with at least a grand in it.

But the reason I'm writing is to share a great idea for a column. It could be titled "Help! My Deck Sucks Ass"—or something less profane. Readers would send in a deck, and you guys could devote, say, a page to it, showing how you'd make it rock.

Sam Kaled
via e-mail

I'm thinking of a different column, something more along the lines of "Help! My Idea Sucks Ass." We prefer to show you how to build a cool or killer deck from scratch rather than trying to overhaul someone's existing dog.

BRAIN BLISTER

I have a problem; there is a riddle that is on the card *Blistering Barrier* that I have not been able to solve for the life of me. I have consulted with everyone I know who actually gives a flying rat's tail about the thing, which isn't many people, and we haven't figured it out. Is there an answer to this thing?

Harry Smith
via e-mail

Blistering Barrier says: "I live without food, stand without leg, wound without force, and am harder to fight than to kill. What am I?" My first guess would be "a crush on your teacher." Obviously a greater mind than mine was required. A quick call to Bill Rose from the Magic design team and—Blamo!—instant answer. "Fire," said Bill. D'oh! It seems so obvious now.

TOP FLOP

InQuest's top 10 ratings for cards from each new *Magic* expansion don't make sense. When I look at the top 10 from *Destiny*, I can't find Masticore or Powder Keg. When I look at the top 10 from *Masques*, I can't find Rishadan Port, Bribery or Misdirection. And the top 10 from *Nemesis* doesn't have Rootwater Thief or Blinding Angel, but does have Flowstone Armor. You all have the knowledge to put the right cards in the

UNEARTHING LIFE'S BIGGEST MYSTERIES

The custom "Daddy Longlegs" spell apparently has very powerful venom, but its legs weren't strong enough to bite through human skin. True?

Yes. Among spiders, Daddy Longlegs have some of the most potent poison, which they use to kill their prey. Their "teeth" aren't long enough to penetrate human skin though. And even if they could, it

What does "P.S." mean?

—Jonathan Blake

P.S. What does P.S. stand for?

Judging by all those mouths its a combination of masticate, from the Latin for "to chew" and manticore, a mythological creature having the head of a man, the body of a lion and the tail of a dragon or scorpion. "P.S." means "postscript," from the Latin for "after the writing."

How could every hand card have that figure with an "H" in its upper left?

—Kurt Hinkle

It is. The custom font used on *Magic* cards has an uppercase "H" that looks like most fonts' lowercase "h's." upper and lowercase "h's" look different within the *Magic* font though.

Have a question to know you're able to ask any of "The IQ Files" know all. So send your weirdest questions to inquest@inquestmag.com or 111 Wells Ave., Croydon, NY 12022. (I'll answer 'em in this column every month.)

NATE MCCOOEY

Age: 17 Sex: M
969 East Lovejoy St.
Buffalo, NY 14206
E-mail: nate316@localnet.com
Likes: Pokémon

TODD WEBER

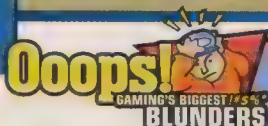
Age: 17 Sex: M
54 Sedowski Ct.
Decatur, IL 62521
email: lucky130@imsa.edu
Likes: Magic

AARON GRONO

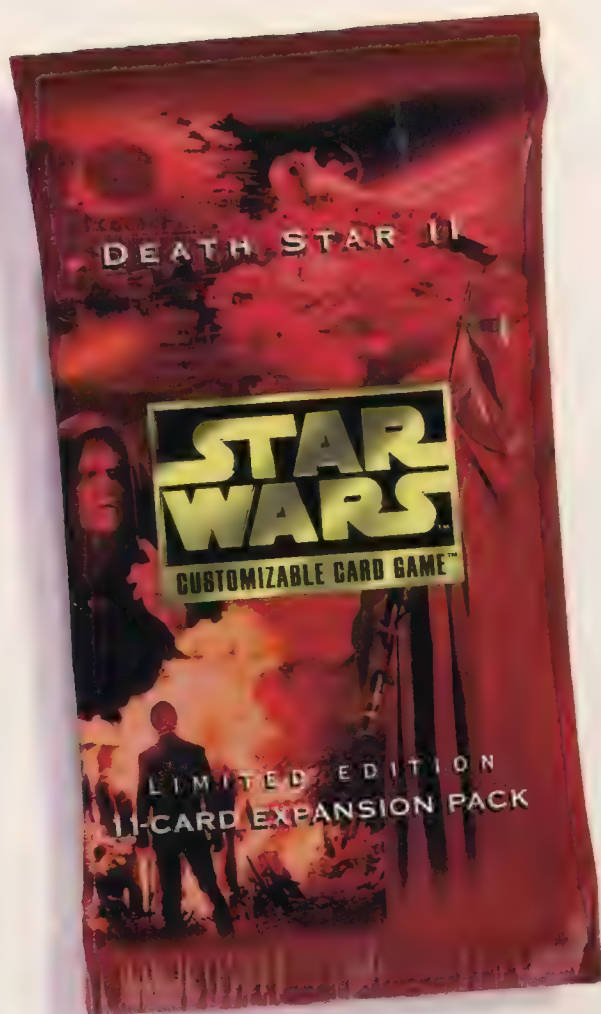
Age: 14 Sex: M
8526 Itasca Ct.
Forest Lake, MN 55025
Likes: Pokémon, Young Jedi

RICK SCHAIN

Age: 15 Sex: M
2033 Stonehaven Dr.
Corona, CA 92879
Likes: Magic, Pokémon, D&D



Talk about a collectible nightmare. The *Magic* playtest card called "Ecoshift" collected all lands in play, shuffled them and redealt them to players.



YOU WANT THIS, DON'T YOU?

— Emperor Palpatine

top 10 but you don't. This seems silly to me and my friends.

*M. Wilens
via e-Mail*

I threw this hot potato at InQuest's chief chuckabubba, Mike Searle. He said: "When we put together our top 10, we consider all formats and overall card versatility, not just the tourney scene and constructed formats. Rishadan Port is a good example of a great card in constructed but an average card in booster draft. Also, we always try to include the best cards of all colors rather than having a mostly blue top 10, filled with various counter-spells. And sometimes we just blow it, like when we ranked the Masti-core at number 11."

HOT GIRL

Why haven't I ever heard of *Battle Cat-*

tle? I mean, I read your mag and I know it has the stupidest name in existence, but what the heck is it? Maybe you can answer this too: Why is "Ally McBeal" still on the air? It is positively the stupidest show ever. Honestly I'd rather watch wrestling; they both have the appeal of crap! In case you guys are as stupid as most guys, that means they have no appeal.

*Lana
jalapeno@microagetc.com*

Thanks for clarifying that. Guess you've never played WotC's collectible dung game. "Ally McBeal" is still on the air because she doesn't take up much room.

STUD MUFFIN

Here's a thought, spare yourselves the trillion-letter debate between girls who don't like the sexy babe covers and guy geeks who are so desperate they need them.

How? Print a sexy guy on the cover for once.

I recommend a fighter/mage type. Fighter for the muscles, but not too many, otherwise he'll look like Conan—yecch!—and toned body; mage for the Really Intense and Deeply Intelligent Stare™. Really Intense and Deeply Intelligent Stares™ are nice things and so are toned bodies. Maybe an elf. Elven features are cool. So what do you say? C'mon I'll buy you all a Yoo-Hoo.

*Alexa
via e-mail*

Okay, with one addition, we'll add breasts. That way everyone will be happy.

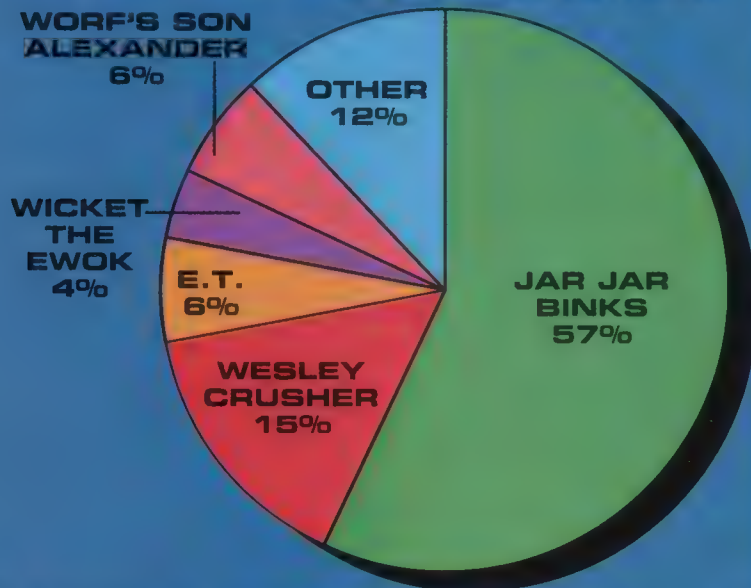
Ummm... Breasts. Just thinkin' about some is making me happy. Guess I'll ease on down to KFC and pick up a bucketful. I'll be back here in 30 standard earth days for more random madness. Stay cool.

Tom Slizewski

Tom Slizewski was on a poster once. It made a convincing argument for birth control.

Poll Position ONLINE QUESTION OF THE MONTH

WHO IS THE MOST HATED CHARACTER IN SCIENCE FICTION?



As if there were ever any doubt, Other targets of opportunity for hate include Neele, Trill, and ALP. However, if anyone deserves our scorn and joy, it's Starry88, who wrote: "I think that Wesley Crusher is the greatest... He was my first major crush... Not to be some kind of elitist feminist or anything, but I can't help it if you are jealous of Wesley's fabulous body!" We think that pretty much sums up all we'll ever understand about women.

Contacting InQuest Gamer!

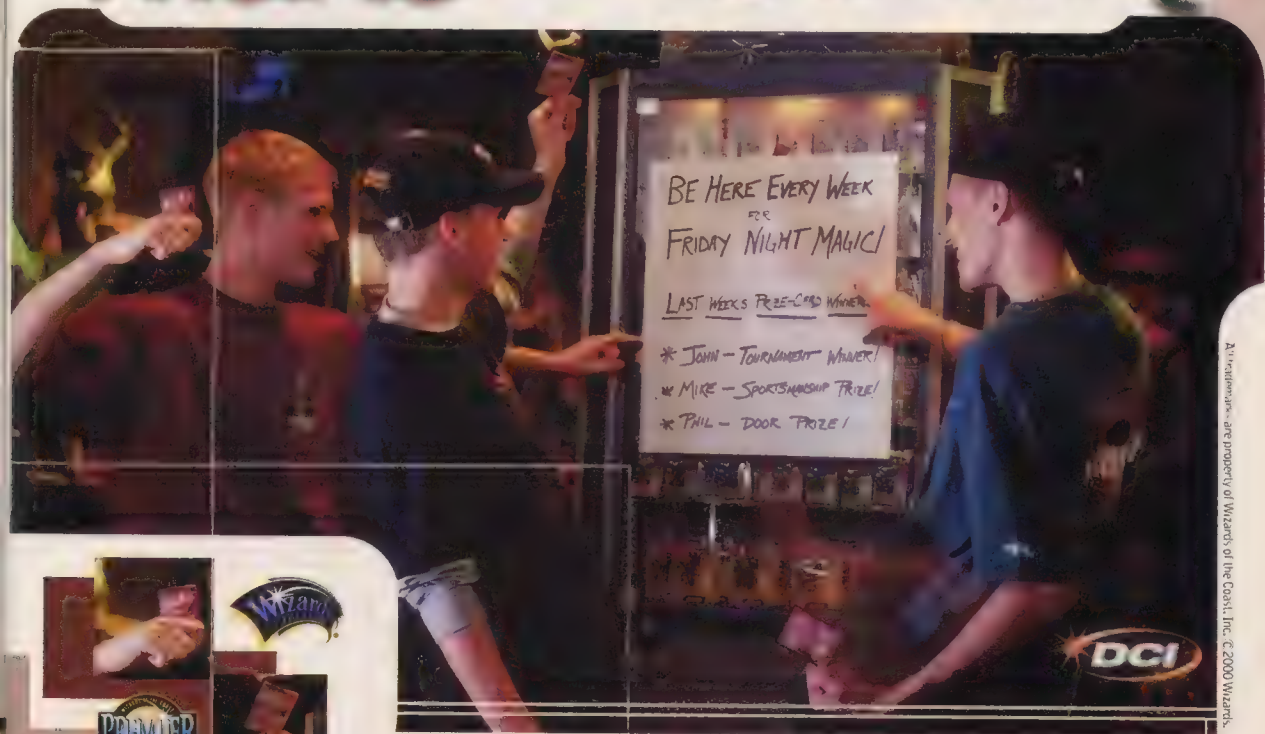
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Make it Count



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Sssufferin' Succotash!

**SYLVESTER, SCOOPY, MONGOL
HORDES STAR IN NEW CCGs**

Keeping up with all the new collectible card games and their expansions is like trying to catch the Roadrunner: It can't be done. But by tying a huge, Fourth of July rocket to our back and strapping on some rollerblades, we managed to catch up on the most interesting games and expansions due out before year's end.



Looney Toons

In October, wackiness returns to CCGs on a level not seen since the days of *Magic: Unglued*, courtesy of the *Looney Toons* CCG. *LT* will let you play the role of your favorite bunny, duck, coyote or miscellaneous varmint as you try to "steal the scene" in a cartoon and gain victory points. You can also win the game by fulfilling special victory conditions, like grabbing enough money bag scenes.

Each player needs a fixed 50-card "movie" deck and then uses another 30 cards—i.e., two boosters worth—for "special effects," such as giant leg traps, anvils that drop on characters' heads, etc. *Looney Toons* is designed to be a family game, with easy rules and no complex timing issues to hamper play. In fact, all the rules fit easily on the playmat that comes with the game. Collectors might want to keep an eye on *LT*, as all the artwork comes directly from the cartoons, most of which are nearly 70 years old. There will, of course, be the usual premium foil cards—roughly one in every three boosters—and the whole set will have 150 cards, not counting those in the fixed movie decks.

Scooby Doo

There's no better time to bring the *Scooby Doo* CCG to market than the dog days of August. And that's what Journeyman Press plans. It will release the initial 225-card set based on the first 15 episodes of the cartoon—first broadcast in 1969—at Gen Con the weekend of August 12-13. The cards will be available in preconstructed starter decks and booster packs. Since you use "gang members" and episode cards in every game, you'll

CARD-TOONS Sylvester, Twenty and The Scooby Doo gang are becoming collectible game cards.

Ooops!
GAMING'S BIGGEST 1/5%
BLUNDERS

TSR once tried to copyright the word "Nazi."



EMPIRE BUILDER This fall you'll be able to play *Age of Empires* on your PC and your card table.

each player controls the whole Scooby gang, trying to solve the mystery by playing clue cards before anyone else. To tilt things in your favor, there'll be super secret chase cards available in the boosters. If the game is well-received, a second expansion, based on the 28 episodes released in 1970, will be released by the end of the year.

Age of Empires

Microsoft's best-selling computer game makes the jump to collectible card game in September, with what could be the most challenging CCG since *Star Wars*. The 250-card starter set concentrates on the land-based cultures from the PC game: the Britons, Goths, Celts, Mongols and Persians. Despite the lack of boats, most aspects of the computer game are included. Your 90-card deck has four parts to it, corresponding to each of the four epochs, and all the various ways of winning; conquest, relics and building a wonder are available. The full game can easily be played with more than two players and can take as long as two hours to finish. There are other faster-playing scenarios included, as well.

A Christmas expansion is already planned and it will include the other civilizations, as well as cards representing the gunpowder, university and advanced monk technologies. The expansion after that will feature cards based on the *Age of Empires II* computer game, including the Aztec and Inca cultures.

Dragon Ball Z

The base set, *Saiyan Saga*, hit stores this past June, and now, the game is kicking into high gear. After a demonstration tournament at the Wizard World Chicago comic and gaming convention,

need at least one starter deck per player. During play,

August 4th through 6th, the publisher, Score, is planning a national mall tour, kicking off in September. The 250-card *Frieza* expansion, available in starter decks and booster packs, is also planned to come out around that time. Starter decks will have 54 cards, and should go for \$10.99, while the nine-card boosters will retail for \$3.29. Each booster has one foil, and the starters have four. In October, the Trunks character is scheduled to be introduced into the American version of the television show, and the *Trunks* game expansion is slated to follow in December. That's also when Score hopes to have a *Dragon Ball Z* world championship tournament in New York.

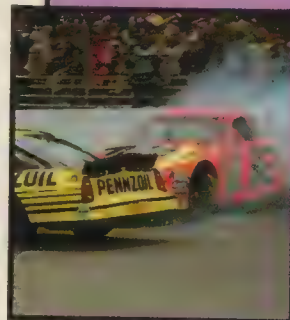
Monster Rancher

This *Pokémon* clone is of the "build up your monsters and bop the other guy's monster" variety and it too comes from Japan and is based on a hit anime TV show. The main set contains 132 cards, only 99 of which are unique, the other 33 are foil ultra-rare copies of cards that also have a non-foil version. While the world of *Monster Rancher* has over 400 monsters, the starter set only features those 48 most commonly seen in the cartoon. That will change come September, as the first expansion will introduce 80 more cards. Roughly half of those will be monsters, but new types of cards are also planned: side missions, a new way to score points, and new battle-grounds. ■ *Rick Moscattello*

INSIDE



Vampire Rising.
PAGE 36.



NASCAR CCG.
PAGE 38.



Magic's Canadian Champ. PAGE 42.

Magic Invades TV

ESPN2 TO BROADCAST PRO TOUR SEASON

It's at least as exciting as watching golf or professional bowling. That something is professional *Magic*, and ESPN2 agrees. The national sports cable network has reached an agreement with Hasbro-owned Wizards of the Coast to carry

the 2000 *Magic: The Gathering* Pro Tour season, including the U.S. Nationals and the World Championships.

ESPN2 is scheduled to broadcast nine tournaments in 2000. According to Brian Kemp, from Hasbro media relations, "ESPN2's coverage

will focus on the Pro Tour players unique strategies, in-depth deck preparations and what it takes to become top professional players of the game."

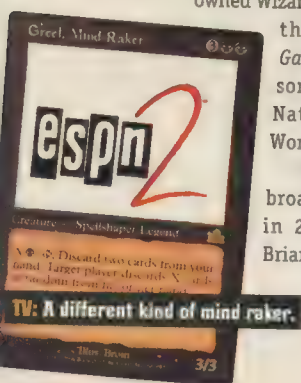
Most of the shows will be 30-minute segments, but two double length programs will be produced based on the World Championships in Brussels, Belgium, in August. The first show will consist of individual tournament play while the second will cover team play. The Nationals were broadcast on July 7th, the remaining schedule looks like this: World Championships on Sept. 6, 1-2 p.m. Rebroadcast on Sept. 29, 1-2 p.m.; Pro Tour-New York on Oct. 24, 1:30-2 p.m.; Pro Tour-Chicago on Dec. 20, 1-2 p.m. All times are Eastern Standard Time.

■ *IQ Gamer Staff*

PLUS:

They Want Your Game. PAGE 34.

Atlas does D&D.
PAGE 40.



They Want Your Game

CONCEPT SYNDICATE SEEKS RPGs TO PUBLISH

There's never been a better—or easier—time to have your game published. Thanks to the world wide web and inexpensive desktop publishing, anyone can get their game into "print." One company taking advantage of these technologies is Concept Syndicate. It is releasing two CDs a year featuring the works of independent game designers.

Concept Syndicate has so far published the RPGs *Sorcerer* and *Cyberscape* and will release another CD containing three games at Gen Con this year. The CDs, entitled "*Independent Silver*," sell for \$20.

Concept Syndicate does not charge game designer to be included on their CD and all rights to the game are retained by the original creator, except for the CD/HTML version of the game that is produced by Concept Syndicate. This means that if the game designer wishes to distribute his version himself—or even give it away free—he is able to do so.

Royalties for the authors on *Independent Silver* are higher than those for other publishing method, according to Keith Perhac, head of the design team. More information on Concept Syndicate's games can be found at: www.conceptsyndicate.com.

If you'd rather see your work on paper instead of a computer screen, contact Wingnut Games, publishers of such *InQuest* favorites as *Battle Cattle* and *Og: The Game of Senseless Prehistoric Combat*. Company owner Aldo Ghiozzi has announced an open invitation to designers to manufacture, market and distribute their games.

According to Ghiozzi, "We would like to focus the heart of this invitation around humor-based games, but are open to anything." Check out Wingnut's site at: www.wingnutgames.com for more information. ■ *M. R. Goode*



UDDER CHAOS *Battle Cattle* publisher looking for good game designers.

WE LOOKED IT UP...



CHIMERIC (Ka•mer•ick)

1. Given to fanciful dreams; fantastic; imaginary. From Chimera, a fire-breathing she-monster usually represented as a composite of a lion, goat and snake in Greek mythology. 2. Chimeric Idol: *Magic: Prophecy* artifact that becomes a 3/3 creature for O and taps all owner's lands. 3. What a drunk Lucy says when she wants to summon her husband. ■

Gamers in the Board Room

T rue or False: Board games haven't been popular enough to rank their own television show?
Answer: False... Sort of.

While there hasn't been a network show dedicated to board games, thanks to the Internet and the efforts of Bob Schwartz and Drew Kail, fans of *Settlers of Catan*, *El Grande*, *Medici*, *Stratego Legends*, etc. now have an Internet TV show to call their own.

The pair started "Board Watch" in December of 1999 and continue to post new, weekly 20-minute segments covering popular family, word and card games. Schwartz, a game store owner for 22 years, guides the show. In addition to game reviews and overviews, "Board Watch" also occasionally airs "best of" episodes and interviews notable gaming personalities. For example Reiner Knizia—creator of *Ra*, *Euphrates and Tigris*, *Through the Desert* and many more—was recently a guest on the show.

Since all the episodes are on-demand, you can watch them at your leisure, no taping necessary; just point your mouse to www.fromusalive.com/board/default.asp to check out any of the completed episodes. ■ *Scott Kasliner*



One of the most powerful cards in *Magic*, Time Walk was originally slated to be a common!

Open your eyes to the world of shadows lurking
beneath the surface of our reality!

*Poor Yakumo - No one
chooses "Zombie"
for their career
goal...*

August Releases

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Amazing Nurse Nanako - Memories of You V.1	VHS-Dub	\$24.98
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Pokemon - Our Hero Meowth V.19	VHS-Dub	\$14.98
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Trigun - Wolfwood V.3	DVD	\$29.98
Trigun - Wolfwood V.3	VHS-Dub	\$24.98
Trigun - Wolfwood V.3	VHS-Sub	\$29.98

September Releases

3x3 Eyes - Immortals V.1	VHS-Dub	\$34.98
3x3 Eyes - Immortals V.1	VHS-Sub	\$34.98
Fushigi Yugi - The Last Page V.16	VHS-Dub	\$24.98
Fushigi Yugi - The Last Page V.16	VHS-Sub	\$29.98
Sailor Moon - Black Dream Hole (SS Movie)	DVD	\$29.98
Sailor Moon - Black Dream Hole (SS Movie)	VHS-Dub	\$14.98
Key the Metal Idol V.2	DVD	\$29.98
Nitty - Nitty at the Zoo V.2	VHS-Dub	\$12.98
Sol Bianca - The Legacy: Separation V.2	DVD	\$29.98
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The Demon Seal (V.2) - October 2000

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3x3 EYES

You Can't Kill Vampire

WORLD OF DARKNESS CCG RISES AGAIN

It wasn't dead. It was just resting.

Vampire: the Eternal Struggle is returning to collectible card game shelves this October. Previous publisher Wizards of the Coast has returned the license to White Wolf Studios, publishers of the roleplaying game *Vampire: The Masquerade* on which the card game is based.

Though WotC hasn't supported *Vampire* in several years, the game established a cult following and blazed through three expansions: *Dark Sovereigns*, *Ancient Hearts* and the standalone expansion *The Sabbat*. Since the latter sold out quickly, White Wolf feels they can resurrect this game.

Halloween of this year will see White Wolf relaunch *Vampire* with a standalone set called *Sabbat War*. It will contain more than 300 cards: a mixture of the core set, the sold-out *Sabbat* expansion and a large number of new cards. According to White Wolf, all will be laid out anew with the art, borders and text printed at higher resolution for a clearer, sharper look. Nothing else is changing: the card backs and mechanics will be 100% compatible with the prior *Vampire: TES* releases.

Sabbat War will use many of the principle characters from the World of Darkness Clan War novel series. While the names of the featured characters are still top secret, White Wolf would say that many of the characters in the game will be members of the Sabbat, the organization responsible for keeping the vampire community in check.

Sabbat War will be sold in 11-card boosters and four 90-card fixed decks, representing the Ventrue, Brujah, Lasombra and Tzimisce clans. Each deck will have exclusive, fixed cards, so if you plan to collect the set, you'll need to get one of each deck. White Wolf has decided to buck the current trend and not release any kind of foil or chase cards for *Sabbat War*; however, there will be two promo cards. The first, Lucita, is packaged in this issue of *InQuest Gamer*. Sascha Vykos, The Angel Of Caine, is due to be inserted into an issue of *InQuest Gamer* later this year.

The other CCG based on a White Wolf RPG, *Rage*, has also been dropped by WotC. At this time, there are no plans to bring it back. ■ **Richard Weld**



GAMES THAT SUCK

CRAP YOU NEVER WANT TO PLAY

NAME: *Imajica*

GUILTY PARTY: HarperPrism, 1997

TYPE: Fantasy CCG

WHY IT SUCKS: Even though it only came out three years ago, we don't remember much about this game—except the flaming ass. Oh sure, some of the play comes to mind, like how everyone has to put their cards in the center of the table with no prayer of remembering whose card is whose. We remember that there aren't really any timing rules, and we remember that untuned starter decks are unplayable. However, it always comes back to the flaming ass...

What can you say about a game with a card that depicts a man whose ass is on fire? What can't you say?! *Imajica* will always go down in the *InQuest* annals—er, so to speak—as the game that made us laugh the most, but for all the wrong reasons. ■ **Jeff Hannes**



Because of its sheer power, Dingus Egg landed a spot on *Magid's* first restricted list. Say that again?

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JURY BOX WE REACH A VERDICT



THUMBS UP

MAGE KNIGHT This easy-to-learn, revolutionary miniatures game from newcomer Wizkids is collectible, comes pre-painted, and everything you need to play is contained on a dial that forms the base of the figure. Way cool. Look for it this fall.



NICE BOX

HEROES OF ROKUGAN The *Legend of the Five Rings* brand team has outdone themselves with this limited edition—only 5,000 individually numbered copies made—featuring 27 exclusive cards, story and history books, all in a killer box and binder.

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THUMBS DOWN

GAMING GIMCRACKS We're not fans of the current trend that has games packaged with various plastic junk. The new *Dragon Ball Z* is a particular offender. The clunky plastic "scouter" and anger sword hinder play, and a paper clip and D6, respectively, work much better.

ORIGINS AWARDS Once the pride of the industry, these annual awards have hit rock bottom. This year, a 19th century railroad game is a finalist as "Best Sci-Fi" game and two of the "Best Historical Board games" aren't history based.



HELP THIS HOBBIT

NO MIDDLE-EARTH CCG With the first film a year-and-a-half away and preview trailers already being released, no company has latched onto the gaming license for this franchise. Wake up. This is gonna be huge. ■

CONTEST WINNERS

ED McMAHON IS ON THE WAY!

DEAD MAN'S HAND Maybe David Waters from Petoskey, Michigan, is a twin. Maybe not. The only thing we know is he can clone card types in *Magic* better than anyone else and wins this month's box of *Nemesis* boosters. ■



Gone In 60 Seconds?

NASCAR CCG SPEEDING INTO STORES

The power, speed and excitement of Nascar racing is about to shift into high gear with its entry into collectible card gaming, courtesy of Upper Deck's *NASCAR Challenge 2000*.

"The exciting thing is," according to Jerry Bennington, the game's lead designer, "There's no other game like it on the market. Not one that captures the true essence of *NASCAR*."

Eight drivers have signed with Upper Deck for the game: Stewart, Labonte, Earnhart, Earnhart Jr., Martin, Gordon, Jarret and Wallace. You get two of each driver in the 60-card 2-player starter set. The game is driver specific, meaning players use the skills of the drivers to build a car, load it with options and race.

Three skills control the action of the game: driver, engine and tire skills. All the action takes place after players lay track cards, hoping to match the specific icons of their drivers' skills to the icons on the track cards. With other players—up to six can play—also trying to place favorable track for their driver, the course quickly gets tricky.

Once the race begins, drivers use their skills to navigate while other players hurl "race action" cards to slow them. Anything can happen—from "Loose Lug Nuts" to "Slip Streaming" to a gentle 250-mile-per-hour "Bumper Kiss." Pay attention to your fuel gauge though; the key to the game is managing fuel consumption. Without some high octane, your game will, quite literally, run out of gas.

Upper Deck has devised a collectibility scheme for this game never before seen in a CCG. Plans call for 30 different gold foil stamped race action cards to be sequentially numbered from 1 to 25. Each numbered card will be a one of a kind and ultra-rare, though there will be common, numberless versions of the cards as well.

To get fans into the game, Upper Deck is working on a link from their web site—www.upperdeck.com—where you'll be able to watch streaming video on how to play. *NASCAR Challenge 2000* is scheduled for releases in August or September of this year.

■ Andrew Lupp



GORDON GET 'EM Jeff Gordon is one of the eight racing stars in *NASCAR Challenge 2000*.

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news License to Make a Killing?

ATLAS WORKING ON OGL D&D ADVENTURE

Being a pioneer is scary stuff.

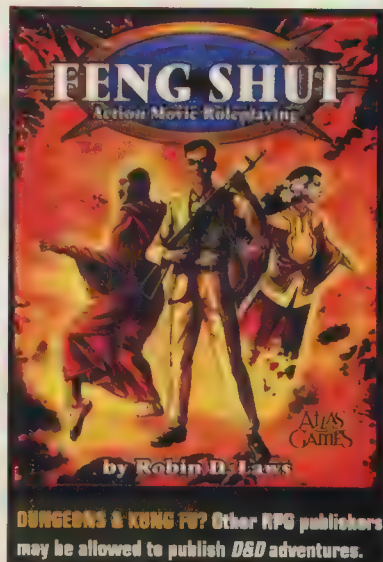
That's what John Nephew, president of Minnesota-based Atlas Games, is discovering. His company, best known as publishers of the *Ars Magica* and *Feng Shui* RPGs, is working to produce the first *Dungeons & Dragons* 3rd Edition adventure using Wizards of the Coast's open gaming license (OGL).

The OGL is an ambitious plan to increase the visibility of *D&D* by allowing non-WotC companies to publish support material for *D&D* without paying licensing fees.

"We have John Tynes, creator of *Unknown Armies* and *Delta Green*, working on what will likely be our first adventure [for *D&D*]," Nephew said. "I think it's important to be on-board as early as possible, to start making an impression on gamers and retailers as a company that can produce top-notch material."

According to Nephew: "I have no idea of what materials might sell and, if *D&D* adventures don't sell substantially more than, say, *Feng Shui* books, then we don't have much reason to do them. We're better off supporting our own properties than WotC's."

He also mentioned that, since there isn't an actual final written OGL in existence, nothing is set in stone. If for some reason WotC decides to kill the OGL or drags its feet in producing one, then no third party adventures will see the light of day. Atlas is thus far the only established game company to make public plans for producing materials under this plan. ■ *James Maliszewski*



RING WATCH

WHAT'S HAPPENING ON THE "LORD OF THE RINGS" FILMS

- Arwen seems to figure more and more into the film's plot. According to inside sources, Arwen and Haldir will lead a squad of elven warriors to defend the keep of Helm's Deep, which is being overrun by Uruk-hai orcs, and Arwen herself will aid at the Battle of Minas Tirith.

- A 36-year-old Yugoslav stuntman has been brought up on court charges for making a videotape copy of the current film footage with intent to defraud.

- There will be movie toys! Marvel Enterprises' Toy Biz (*X-Men*, *Spider-Man*) has nabbed the license, due out around the release of the film.

- Top game designer Reiner Knizia—*Samurai*, *Ra*, *Through the Desert*—has designed a *LoTR* board game. ■



ARWEN



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SURVIVAL

What's *Magic's* toughest expansion? 20 sets battle. Only one triumphs.

By the InQuest Gamer staff



WOR!

What sucks up toxic waste like soup? Is tougher than acid and bigger than a Tiger tank? And is also made of cardboard?

Take your pick of about 1,000 *Magic* creatures. In a mega-battle to see which expansion set was the most powerful of all time, *InQuest* pitted Triskelions against Masticores, Dakkon Blackblade against Mageta The Lion and even Sage Owls against Slivers. Necropotence battled Yawgmoth's Bargain and Fireblasts clashed with Parallax Waves.

The rules of engagement? Simple. The decks were only built with cards from their respective sets and there were no restrictions; you could put in four of any single card, even banned cards like Rishadan Port. No cards from the basic sets were allowed, so the blue *Nemesis* deck could not use Counterspells. All the decks were built to take advantage of the power cards in each set. So, for example, *Arabian Nights* played off its big djinns in green and black, and not its camels in white.

After what seemed like a million games, one set ascended to the top of the list. Was it *Fallen Empires* with its Hand Of Justice and Icatian Javelineers? No way. But it could have been any of the other sets from *Magic's* seven-year history...

20 Homelands (3-16)

Power Cards: Forest. Swamp.

How It Plays: Terrible, but we had to do the best we could with the black and green in this set. Your only hope was to get out a quick 3/3 Spectral Bears, enchant it with +4/+0 Feast Of The Unicorn and pray it didn't get blocked and die. There were some big guns like Autumn Willow and Ihsan's Shade; unfortunately, they're expensive legends and didn't come up as often as losers like Grandmother Sengir. For defense, you had to rely on green's Roots, an

Paul Schreldi. *Magic: The Gathering* is a registered trademark of Wizards of the Coast.

enchant creature which permanently taps down a ground creature, but you still got creamed by flyers.

Why It Finished Dead Last: We'll skip the obvious answer. The honest truth is that it only won when the opposing deck choked on more land than the Louisiana Purchase.

19 Mirage (4-15)

Power Cards: Maro. Neetletooth Djinn.

How It Plays: Concentrated in green, this deck tried to overrun with somewhat-quick creatures like Mtenda Lion and Karoo Meerkat. Failing that, it attempted to slow down the opponent with Fallow Earth, slinging a land back on top of their deck. Failing to slow them down much, it looked to the Forest-eating Foratog, the 4/4 Neetletooth Djinn or the potentially huge Maro. Failing to kill them *still*, it strained to get enough Forests in play to make Waiting In The Weeds a better-than-miserable card. Failing that, it just died.

Why It Almost Finished Last: Its weenie creatures just weren't potent enough to match true speed with the critters in other sets like *Tempest* or *Mercadian Masques*. It never had enough mana to truly make its mana-intensive Foratogs deal the killing blow. It earned its reputation as the weakest standalone set.

18 Visions (4-15)

Power Cards: Fireblast. Impulse. Man-o-War. Rainbow Efreet.

How It Plays: *Visions* had an impressive air force with the hard-to-get-rid-of, phasing Rainbow Efreet and the solid 2/3 Cloud Elementals. Most of its weaponry, however, came from surprise assaults—Suq'Ata Lancer and Viashino Sandstalker attacked without summoning sickness, Man-o'-War bounced back big creature threats and Desertion could prove a game-winner, countering a tough creature and stealing it to your side. The impressive four-point Fireblast blew most things out of the water.

Why It Finished #18: A lot of bad luck contributed to how poorly the blue and red *Visions* did. It was able to pick off

heavyweight *Antiquities*, but lost to decks it should have beaten, like *Homelands*, *Stronghold* and *Alliances*. In the end, it needed too much mana at all the wrong times.

17 Stronghold (5-14)

Power Cards: Crystalline Sliver. Mox Diamond. Volrath's Stronghold.

How It Plays: Slivers, baby! Either untargetable

through the Crystalline Sliver or able to bounce back to your hand with the Hibernation Sliver, these two creatures were tough enough until you added the Soltari Champion and its ability to pump them up +1/+1 on the attack—then, they were just plain mean. A little countering from Mana Leak, card-drawing from Pursuit Of Knowledge and creature elimination from Death Stroke rounded out its artillery.

Why It Finished #17: It won the majority of its games with Volrath's Stronghold in play. Kill a sliver, and the Stronghold would fetch it out of the graveyard and place it back on top of your library to draw and replay the next turn. Decks like *Mirage*, *Visions* and even *Nemesis*, couldn't stand up to this constant creature pounding. However, its reliance on three colors frequently bogged it down, making it easy prey.

16 Weatherlight (5-14)

Power Cards: Empyrial Armor. Ophidian. Thundermare.

How It Plays: Usually, Empyrial Armor created a monstrous 5/8 Ophidian or 7/7 flying Sage Owl to finish off a helpless opponent. Otherwise, Firestorm and Aura Of Silence eliminated creature and artifact threats, while Abduction stole the enemy's most formidable creature. Once your cheaper creatures were busy dealing damage and you had no more, the Steel Golem dropped in for some beatdown.

Why It Finished #16: The patriotic red, white and blue *Weatherlight* deck pulled off not one, but two stunning upsets. Against *Urza's Destiny*, *Weatherlight* force fed it a diet of a 6/6 first-striking Benalish Knight before *Destiny's* Masticore could retaliate. Even wilder, it outraced *Tempest*, handing it one of its two losses. But when Empyrial Armor didn't show, *Weatherlight* lacked the "oomph" to put it over the top.

15 Alliances (6-13)

Power Cards: Browse. Force Of Will. Thawing Glaciers.

How It Plays: *Alliances* was the control deck of control decks in the

ACID TEST Even with powerhouse cards like Erhoam Djinn and Library Of Alexandria, *Arabian Nights* finished with a losing record.



**MAGIC
TIMELINE**

Arabian Nights



1993

Antiquities



1994

Legends



1994

The Dark



1994

Fallen Empires



1994

Ooops!
GAMING'S BIGGEST / S /
BLUNDERS

The first edition of *D&D's Deities & Demigods* almost got the company sued and shut down when TSR, without permission, included monsters based on the *Cthulhu* and *Elric* properties. Needless to say, those monsters were yanked next edition.

tournament. It built up tons of land with Thawing Glaciers. Countered with Arcane Denial or Force Of Will. Defended with Sworn Defender or Benthic Explorers. While all this was going on, it raced through its library using Browse until every card was gone and a Soldevi Digger was in play. At that point, recursion began, and it could draw any card out of its graveyard that it needed.

Why It Finished #15: Recursion is great—when you can get it; in fact, *Alliances* never lost when it Browsed through its whole deck, but the problem was getting to that ideal. It was too slow; quicker decks like *Antiquities* and *The Dark* ate it alive. Even slower combo decks like *Prophecy* gave it a shiner.

14 Prophecy (6-13)

Power Cards: Chimeric Idol. Citadel Of Pain. Troubled Healer.

How It Plays: Chimeric Idol made the deck tick. As long as this deck was tapped out, its creatures got bigger. Well Of Life added two to its life total and Well Of Discovery drew a free card. With Citadel Of Pain in play as well, Chimeric Idol tapped out the land, preventing all damage from the Citadel and, eventually, opposing decks took damage and died.

Why It Finished #14: *Prophecy* only worked when it cast both Chimeric Idol and Citadel Of Pain. Against countering, it lost. Against artifact or enchantment elimination, it lost. Against *Ice Age*'s Necropotence, *Alliance*'s control or straight creatures like those in *Fallen Empires*, it had a good time.

13 Fallen Empires (7-12)

Power Cards: Hymn To Tourach. Order Of Leitur. Order Of The Ebon Hand.

How It Plays: Once it got rolling, *Fallen Empires* flattened the competition with a weenie army of pumpable, first-striking knights. It knocked out cards from the enemy's hand with Hymn To Tourach and Mindstab Thrull, then sniped away with the Aeolipile's colorless, direct damage.

Why It Finished #13: For those of you who thought going into this article that *Fallen Empires* would wind up at the bottom of the barrel—surprise! It cleaned up on most of the decks ranked beneath it and even managed impressive victories over *Arabian Nights* and the lightning-fast *Mercadian Masques*. Its big flaw—all its key cards cost either two black or two white, so it ran into mana screw from time to time.

12 Ice Age (8-11)

Power Cards: Icy Manipulator. Necropotence. Zuran Orb.

How It Plays: On the surface, this black deck had a lot going for it. Soul Burn's direct damage sucked life to your side, and Zuran Orb turned land into life, both which fueled that fiendish card-drawing engine, Necropotence. Icy Manipulator, Dark Banishing and Lava Burst protected against creatures. The pumpable, first-striking Knights Of Stromgald and the discarding Abyssal Specter ruled the table if supported.

Why It Finished #12: *Ice Age* soared with great card-drawing, but frequently crashed and burned when its creatures didn't quite stack up to the rest of the field. Overall, it performed inconsistently. Case in point: It dispatched powerhouses *Legends* and *Mercadian Masques*, but lost to *Mirage* and *Homelands*.

11 Arabian Nights (9-10)

Power Cards: Erhnam Djinn. Library Of Alexandria. Juzam Djinn.

How It Plays: We'll keep it simple: If Library Of Alexandria consistently drew cards, *Arabian Nights* won. Free cards added up to 5/5 djinns, Drop Of Honey to pick off little creatures turn after turn and Desert

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X-MEN
TRADING CARD GAME

MARVEL



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THE BATTLE ROYALE

After over 1,000 games, here's how all *Magic's* expansion sets fared against one another:



#20 HOMELANDS

#20 Homelands (3-16): Beat

#19 Mirage (4-15): Beat

#18 Visions (4-15): Beat

#17 Stronghold (5-14): Beat

#16 Weatherlight (5-14): Beat

#15 Alliances (8-13): Beat

#14 Prophecy (8-13): Beat

#13 Fallen Empires (7-12): Beat

#12 Ice Age (8-11): Beat

#11 Arabian Nights (9-10): Beat

#10 Nemesis (10-9): Lost to

#9 The Dark (11-8): Lost to

#8 Exodus (12-7): Lost to

#7 Urza's Destiny (12-7): Lost to



#1 URZA'S SAGA

#6 Antiquities (12-7): Lost to

#5 Legends (13-8): Lost to

#4 Urza's Legacy (13-6): Lost to

#3 Mercadian Masques (15-4): Lost to

#2 Tempest (17-2): Lost to

#1 Urza's Saga (18-1): Lost to

10 Nemesis (10-9)

Power Cards: Blastoderm. Jolting Merfolk. Parallax Tide.

How It Plays: The strongest card in this blue deck: Parallax Tide. *Nemesis* consistently nuked all opposing lands, leaving opponents helpless to 5/5 untargetable Blastoderms and flying Rootwater Thieves who could strip decks of their most valuable cards. Seahunter almost

always recruited Jolting Merfolk to tap deadly attackers or a line of blockers to deal critical damage. If there was a monster out that *Nemesis's* creatures couldn't handle, Dominate stole it and added the monster's strength to the cause.

Why It Finished #10: Without a Parallax Tide for land nullification or two or three Jolting Merfolk for creature control, *Nemesis* floundered. The dreaded fading sometimes kicked in a turn before *Nemesis* was able to deliver the killing blow; hence, it lost to decks like *Mirage* and *Stronghold*.

9 The Dark (11-8)

Power Cards: Ball Lightning. Brothers Of Fire. Eternal Flame. Inferno.

How It Plays: An all-red, Sligh deck packed with pinging Brothers Of Fire, mana-producing Sisters Of The Flame, weenie goblins and two severe direct damage spells—Eternal Flame, which dealt damage equal the number of Mountains you had in play, and Inferno, which dealt six damage to all players and creatures. You might have guessed the MVP, though; Ball Lightning smacked around all manner of decks that didn't feature countering or instant direct damage.

Why It Finished #9: Can you believe *The Dark* made it this far? It was good, real good, but ultimately it was "*Tempest-lite*"—enough speed red to outrace the majority of the field, but not the big boys.

8 Exodus (12-7)

Power Cards: Oath Of Ghouls. Recurring Nightmare. Survival Of The Fittest.

How It Plays: The Recurring Nightmare deck ruled the tourney scene for over a year, and living up to its name, it was back. Coupled with Survival Of The Fittest, *Exodus* tossed creatures left and right to the graveyard while fishing through its deck to replace better, castable ones in its hand. Spike Weaver stymied creature combat, Ogre Shaman slung around direct damage, Thrull Surgeon removed troublesome cards from an opponent's hand and Thopter Squadron offered beatdown from the skies. It usually became a vicious cycle of different creature abilities and repeating damage.

Why It Finished #8: It's a combo deck, and most of the decks higher than *Exodus* on the list were too fast for it or were a better

Twister to destroy any card in play.

Why It Finished #11: Many times its card-drawing failed; either Library Of Alexandria never showed, or by the time it did, *Arabian Nights* had already been forced to cast cards and lower its hands so the Library was useless. It trod over most of the decks it was supposed to, and only beat *Nemesis* and *Exodus* in the top 10.

Ice Age	Homelands	Alliances	Mirage	Visions	Weatherlight	Tempest
1995	1995	1996	1996	1997	1997	1997



Magic sealed deck tournaments originally allowed participants to trade with one another. This rule was quickly squelched when teams of players would pool all their cards to create one monster deck.

combo deck altogether. In one rare case, *The Dark* bested it when *Exodus* came up zilcho in the power cards department.

7 Urza's Destiny (12-7)

Power Cards: Academy Rector, Masticore, Powder Keg, Yawgmoth's Bargain.

How It Plays: Powder Kegs exploded early to wipe out multiple opposing permanents and buy time for an Academy Rector or

Masticore. The Rector blocked whatever came its way to bring in a super enchantment—either Opalescence or Yawgmoth's Bargain—while the Masticore single-handedly destroyed the whole enemy force. *Destiny* won with its 6/6 Opalescence-powered Yawgmoth's Bargain enchantment-creatures or its 5/5 trampling Phyrexian Negators.

Why It Finished #7: The sheer power in many of the *Destiny* cards—just look down the list—easily overmatched most of the set's other cards one on one. It whacked around *Arabian Nights*, *Ice Age* and *Exodus* without much of a problem. However, it had a high mana curve. It took four mana for the deck to really get going, and against speed demons like *Tempest*, forget about it—no way did it have enough time. It also fell to direct damage on a couple of occasions.

6 Antiquities (12-7)

Power Cards: Mishra's Workshop, Rocket Launcher, Titania's Song, Triskelion.

How It Plays: With the Urza's lands and Mishra's Workshop, *Antiquities* generated more mana per turn than any other deck, except maybe the #1 deck. It was almost guaranteed four mana on turn two, sometimes six, and frequently raced out of the gates with an array of 4/4 artifact creatures—the mana-generating Su-chi, the pinging Triskelion or the flying Tetravus. If that wasn't enough, the 9/9 trampling Colossus Of Sardia or the artifact-devouring Atog



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X-MEN
TRADING CARD GAME

MARVEL

The Winning Deck: URZA'S SAGA

It crushed the competition. *Saga's* so unfair it has four banned/restricted cards, and half a dozen more that should be. By turn three, this deck could draw 14 cards a turn without breaking a sweat, then come back with a 20/20 Chimeric Staff to kill you dead, dead, dead.

ARTIFACTS

- 2 Chimeric Staff
- 4 Claws Of Gix
- 2 Karn, Silver Golem
- 2 Mishra's Helix
- 4 Temporal Aperture
- 4 Thran Turbine
- 4 Voltaic Key
- 4 Worn Powerstone

BLUE

- 2 Barrin, Master Wizard
- 2 Peregrine Drake
- 4 Time Spiral
- 4 Windfall

LANDS

- 18 Island
- 4 Tolarian Academy



finished off slower opponents. Backing all these potent creatures, Rocket Launchers unloaded one point of damage for every two mana pumped into them. For a swarm tactic, Titania's Song turned all artifacts into creatures to rush the enemy lines.

Why It Finished #8: Artifact elimination was bad, very bad. Cards like *Exodus'* Shattering Pulse and *Legends'* Divine Offering gave it fits. Left to build up its tremendous mana resources, *Antiquities* steamrolled the competition—it even took *Urza's Saga* to the limits—but a well-placed Disenchant or land destruction shut it down.

5 Legends (13-6)

Power Cards: Land Tax. Mana Drain. Mirror Universe. Moat.

How It Plays: *Legends* came to the battlefield with a little bit of everything. Card drawing: Land Tax fished out three lands a turn till the deck was a fine-tuned machine. Countering: The most potent of its kind, Mana Drain, backed by Remove Soul, stopped a host of threats. Creature control:

The boomeranging Time Elemental made sure there were no large problems to be faced. Life gaining: Even if a deck managed to knock it around, *Legends* had a nasty trick up its sleeve—Mirror Uni-

verse; switch life totals when you're low, then kill the opponent with a flying Thunder Spirit or Azure Drake.

Why It Finished Top 5: Moat, Moat and that how-'bout-that-thing-around-castles card. *Legends'* white enchantment single-handedly shut down any deck grounded in non-flying creatures without enchantment elimination. Say goodbye to *Fallen Empires* and *Urza's Destiny*. Still, it couldn't handle raw speed, and the four decks ahead of it are among the best of that kind.

4 Urza's Legacy (13-6)

Power Cards: Deranged Hermit. Grim Monolith. Memory Jar. Rancor.

How It Plays: You might be able to block *Legacy's* creatures, but you couldn't stop them; everything had trample. It usually flew out of the starting blocks with a Weatherseed Elf or Multani's Acolyte, quickly enchanted it with Rancor and attacked. Damage started piling up. Surprise Simian Grunts appeared and annihilated retaliators. Between Memory Jar's enormous card advantage and the huge slaying power of the +7/+7 Might Of Oaks, *Legacy* seldom needed the Weatherseed Treefolk or Multani, Maro Sorcerer. The star of the deck, however, was the Deranged Hermit and his army of 2/2 squirrels. One generally finished off an



BY A LANDSLIDE Nothing stopped the ultra-deadly *Urza's Saga*... well, maybe one deck did.

Stronghold	Exodus	Urza's Saga	Urza's Legacy	Urza's Destiny	Mercadian Masques	Nemesis	Prophecy
1998	1998	1998	1999	1999	1999	2000	2000



All original cards in *Magic* have had their exact original rules text altered, except for two—Stream Of Life and Time Walk.

opponent; two always did.

Why It Finished Top 4: Superpowerful super-stars like the Hermit, Monolith and Rancor left average decks like *Arabian Nights* and *Ice Age* in the dust. The top three eluded it, though; *Legacy* couldn't overcome *Masques'* defense, *Tempest's* direct damage or *Saga's* awesome card-drawing powers.

3 Mercadian Masques (15-4)

Power Cards: Ramosian Lieutenant. Rishadan Port. Story Circle. Thermal Glider.

How It Plays: The ol' white weenie deck is back and more brutal than ever. *Masques* overran the enemy as fast as possible, recruiting rebel upon rebel with the Ramosian Sergeant, Lieutenant or Captain. Dust Bowl obliterated pesky lands or Rishadan Port just flat-out tapped them. Arrest and Disenchant neutralized hassles. Usually opponents were dead before they drew their fifth land, but in case of mounting defenses, *Masques* cast a Reverent Mantra, gained protection of the appropriate color and stormed in for the victory.

Why It Finished Top 3: It could shut down single-color decks like *Urza's Legacy* with its Story Circle. It could speed to the finish line with the best of them. Decks like *Antiqui-*

ties and *Tempest* picked off its recruiters early and often enough to slow it down to mortal level and kill it.

2 Tempest (17-2)

Power Cards: Cursed Scroll. Fireslinger. Rath Dragon. Scalding Tongues.

How It Plays: Nothing was faster than *Tempest* and its perfected classic red Sligh strategy. First, the one-casting-cost weenies leapt out—Jackal Pup, Mogg Conscripts, Mogg Fanatic, Mogg Raider. The two-casting-cost Fireslinger and Kindle supplemented them with direct damage. Once the four-casting-cost, 5/5 flying Rath Dragon or the 4-point Lightning Blast launched into the fray, the game was usually over. If not, the steady damage of souped-up artifacts—Cursed Scroll and Scalding Tongues—destroyed all but the luckiest.

Why It Finished Runner-up: There was no contest against all but *Mercadian Masques* and *Urza's Saga*. In a battle of blazing speed, *Tempest* failed to draw a Cursed Scroll and lost to rebel recruiting. *Urza's Saga's* Time Spiral card advantage not only powered up *Saga*, but took *Tempest's* Cursed Scroll and Scalding Tongues out of the picture long enough to bring *Tempest* to its knees.

1 Urza's Saga (18-1)

Power Cards: Karn, Silver Golem. Time Spiral. Tolarian Academy. Windfall.

How It Plays: At first, you think...Claws Of Gix? Thran Turbine? Worn Powerstone? But watch this deck in action and you'll witness supermana in Tolarian Academy and super-card advantage with the broken Time Spiral and Windfall. Once a bunch of artifacts hit the table, the Academy fueled a machine that easily robbed you of all your mana during your upkeep (Mishra's Helix), drew seven new cards and untapped all its land (Time Spiral) or hammered you with Karn and his freshly conjured artifact creature squad. And sometimes, all at the same time!

Why It's The Best: On its way to a flawless performance, *Saga* stumbled mana-wise against *Mercadian Masques*. It didn't draw a Tolarian Academy in the first six turns, and *Masques'* rebels never gave it a second chance. Other than the one tarnish, no other deck came close—most, in fact, never even dealt it damage. Its unbelievably unfair card-drawing led to *Urza's Saga's* domination and its claim as king of the *Magic* expansions.

Special thanks to our intern Zev Gurwitz. We couldn't have put all those cards in sleeves without him.

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POWER RANKS

From Zero to Hero: Building the Ultimate D&D Character

by Jeff Hannes

A fighter that can single-handedly take down an army? A thief that can backstab you when you're looking right at him? A wizard that wears armor and swings a sword in combat? Welcome to *Dungeons and Dragons Third Edition*. Whether you're a D&D veteran or a roleplaying first-timer, you just may be befuddled when it comes to the new plethora of options from which to choose when building your character. F'geddabout it. We're here to give you the low-down on how to build the perfect hit squad—adventurers at the top of their classes.

FIGHTER

Conan the Barbarian. Maximus Decimus Meridias. Lancelot du Lac. The most bruising fighters ever? Not quite. None of 'em have a thing on a fighter trained under the rules of D&D 3rd.

Picture this: You calmly unsheathe your sword and walk into a camp filled with rabid goblins. Six seconds later, you casually pull out a towel and wipe the blood off your blade, sifting your way through dead bodies as the rest of the camp flees in terror. And you're only fourth level.

RACE AND ABILITIES: When choosing a race, your best bet is to play a human so you can gain the extra skill points and, more importantly, a bonus feat. Dwarves aren't a bad choice either, but avoid races that lower your strength or dexterity.

For ability scores, there's no question which one should be number one. High strength equals a better chance to hit and more damage, and that's all you need to know. The others? While the extra hit points you get from having a high constitution are nice, first make sure your intelligence and dexterity are 13 or higher so you don't get shut out of taking juicy feats, like rapid shot and spring attack, that have ability score prerequisites.

SKILLS AND FEATS: Feats are the hallmark of the fighter class. They get way more of 'em than anyone else, which means they can pull off some nasty combos. For example, ambidexterity, two-weapon fighting and weapon focus will give you two attacks per round right from level one, and you'll only end up with a -1 penalty to hit.

However, if it's extra attacks you want—and the answer to that is “yes”—whirlwind attack is the way to go. With this insane ability you can attack every victim within five feet without taking any to-hit penalties. That's some serious carnage. The downside is that it has a fistful of prerequisites—four other feats, to be exact. The plus side? With the proper dedication, you'll fill 'em all by fourth level. Ride the whirlwind and you officially become a combat monster. In case that's not enough, take combat reflexes and you could theoretically fire off 12 attacks in one round!

And which weapon should you channel all this rage

through? No contest here. The most bruising fighter hacks his enemies apart with a greatsword. You don't have to be a gambling shark to know that a damage roll of 2d6 is better than 1d8. For armor, stick to a breastplate. With anything heavier, the bonuses you get will be negated by the penalties you take to your dex modifier.

Fighters don't have many options when it comes to skills, so go all out in the ones you do choose. A high ride skill comes in handy at the start of a fight, since a skilled rider can dismount as a free action. Climb is also a useful skill and it's one of the few that takes advantage of your high strength. Another area worth maxing, believe it or not, is the bowmaking craft. With a high enough skill, you can make a masterwork bow and masterwork arrows, which combine to give you +2 to hit with your ranged attacks.

ROGUE

Master of subtlety and sneaking, the rogue is an essential member of an adventuring party. However, it's abilities of deception that makes a rogue truly deadly. The perfect thief is also well-trained in the arts of combat, able to dole out more damage in a single attack than any other class.

RACE AND ABILITIES. The perfect rogue has a dexterity score of 20. You'll probably have to settle for something a little lower, but not by much if you play a halfling or an elf. As for the other abilities, most of a rogue's special abilities come from

skills, so intelligence should be your next highest score. How you mix up the rest doesn't really matter, though wisdom is the least useful.

When choosing a race, there's only one question: elf or halfling? If you look at classic fantasy worlds like Middle-earth and *D&D* settings like *Dragonlance*, the halfling is the obvious choice. Heck, the whole concept of the race is based on the slippery-fingered Bilbo Baggins. However, our choice for the ultimate rogue is the elf.

Why? For starters, all elves can use a rapier, the best rogue weapon since it has a critical threat range of three. More importantly, all elves also have an innate ability to spot secret doors without even looking for them. This ability will prove invaluable to any party, whether they're crawling through a dungeon or trying to find the hidden stash in an enemy's treasure hoard.

SKILLS AND FEATS. Skills are the bread and butter of a rogue's special abilities—they get twice as many skill points as any other class, so use them wisely. Don't waste your time trying to be a jack-of-all trades. Max out as many skills as possible, starting with the most important of them all: Bluff.

Bluff is the game's most

versatile skill. Aside from the obvious uses of tricking your way past guards and lying your way out of trouble, it has some serious applications in combat. With a successful bluff check, you can hide when someone is looking directly at you, and you can feint in combat, creating a situation where your nasty sneak attack comes into play.

Outside of combat, no rogue ability is more important to a party than stealth, so be sure to max your hide skill as well as your move silently stats. And since you'll be expected to do a lot of snooping you'll want to be top notch at searching, especially if you choose to play an elf.

You should also boost up the skills that aren't available to most other classes: decipher script, disable device and read lips. Also, any character

the perfect FIGHTER

DESSEN IRONS: lawful neutral, 4th level human fighter
A traveling mercenary, Dessen Irons is a hulking brute with surprising quickness and agility. He lives for battle and is constantly in search of opportunities to demonstrate his prowess. The more men or beasts he fights at once, the greater his rush of adrenaline.

When hired as a mercenary, Dessen Irons is a loyal servant...until he deems the job for which he was hired to be finished. Then, he could just as easily join the cause of his employer's enemies.

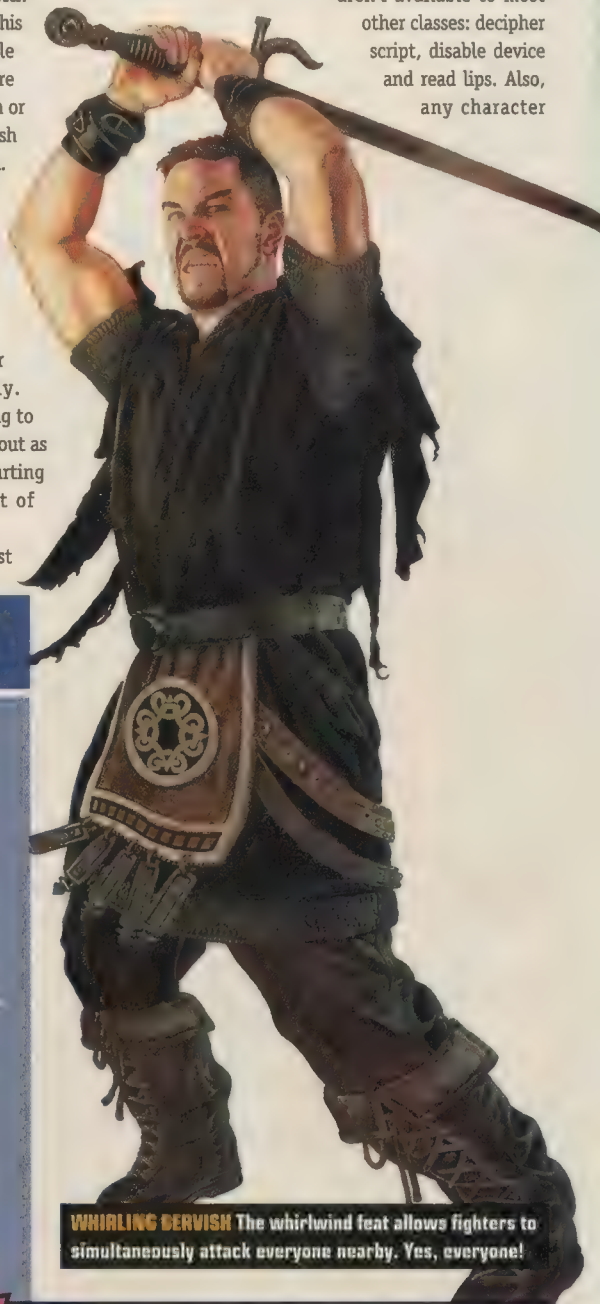
ABILITY SCORES: Str 17, Dex 16, Con 15, Int 13, Wis 11, Cha 8

WEAPONS AND ARMOR: masterwork great sword: +7 to hit, 2d6+3 damage; masterwork mighty long composite bow with masterwork arrows: +9 to hit, 1d8+3 damage; breastplate: +5 ac, -4 armor check

COMBAT: ARMOR CLASS 18 (19 with Dodge), 36 hit points, +3 initiative
SAVING THROWS: fortitude +6, reflex +4, will +2

SKILLS: climb (+6), craft: bowmaking (+8), disable device (+2), handle animal (+5), ride (+10)

FEATS: combat reflexes, dodge, expertise, mobility, spring attack, whirlwind attack



WHIRLING BERVISH The whirlwind feat allows fighters to simultaneously attack everyone nearby. Yes, everyone!

Top Scores

1	YOU	12,345
2	JSC	12,210
3	JHS	9,250
4	DVP	8,125
5	EPV	7,770
6	RJB	7,375
7	HAZ	5,050
8	JKC	4,250
9	SNS	3,000
10	...	1,000



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Good things come to those who play.

can learn the open locks skill, but no class can train it as high as a rogue. Finally, unless you plan to spend every waking hour in a dungeon, deceptive skills like disguise and forgery are guaranteed to come in handy.

As for feats, make the most of the one you get at first level. Skill focus, which gives you a +2 bonus to one of your skills, isn't a bad option, but the best choice is improved initiative, which gives you a +4 to all your initiative rolls.

Why is that such a big deal? Simple. The awesome sneak attack ability kicks in whenever your opponent can't use his dexterity bonus to armor class—like during

the action at lower-levels can be tough. Of course, the trade-off is that you'll be the party's most powerful characters at around ninth level. But why wait?

If you want to play a strong, well-balanced wizard, don't play a wizard right away. That is, take advantage of *Third Edition's* multiclass rules and start as a fighter. When you reach second level, begin training in the arts of wizardry and stick with it from that point forward.

Even though you'll probably never train as a fighter again, the benefits will last throughout your

the perfect ROGUE

SORELIS: neutral, 3rd level elven rogue

The silver-tongued thief Sorelis is a mercenary for hire, but he won't join just any group. His interests seem straightforward enough—to get paid—but unbeknownst to the party, there's always an ulterior motive. He chooses his employers for a reason. He's searching for those with enough power to free his homeland from demonic invaders.

Sorelis is quick, clever and witty. He has deadly accuracy with both his custom-crafted rapier and his light crossbow, and a stock of poison-tipped crossbow bolts for special occasions.

ABILITY SCORES: Str 10, Dex 18, Con 12, Int, 16, Wis 9, Cha 14

WEAPONS AND ARMOR: masterwork rapier: +7 to hit, 1d6 damage (+2d6 for sneak attack); light crossbow: +6 to hit, 1d8 damage and poison.

COMBAT: armor class 16, 18 hit points, +8 initiative

SAVING THROWS: fortitude +2, reflex +7, will +0

SKILLS: bluff (+8), decipher script (+9), disable device (+9), disguise, (+10), forgery (+9), hide (+10), move silently (+10), open locks (+10), pick pocket (+10), read lips (+9), search (+11)

FEATS: improved initiative, weapon finesse (rapier)

SPECIAL: evasion, uncanny dodge

the first round of every combat, before he's had a chance to act.

Finally, if you don't have a high strength score, you'll want to take weapon finesse when you get your second feat at third level, since it could give you as much as a +4 bonus to hit.

WIZARD

Wizards are best known for their ability to dole out spells of mass destruction. But before you get too excited about the prospect of being a human cannon, realize that juicy damage spells like fireball and lightning bolt don't come until fifth level.

With the ability to cast only a few spells a day, practically no fighting capabilities and the hit points of a rabbit, getting into

adventuring career. For starters, you'll be able to use any weapon or armor. That's right, unlike in *Second Edition*, a wizard can still cast spells while wearing armor. There's a moderate chance your spell will fail, but the penalty can be negated with the "still spell" feat.

You'll also gain an extra feat, +1 attack, +2 to your fortitude saves and the maximum 10 hit points for beginning as a fighter. Not too shabby.

RACE AND ABILITIES. Don't let the fighter stuff throw you off track when it comes to your ability scores. Intelligence is your main priority, and your second highest score should be either dexterity or

ROGUE RUNNER A well-designed rogue shouldn't have to run from much. He should be able to bluff his way out of most situations.

constitution to improve your defense. Follow with strength, but don't worry about wisdom or charisma.

For race, any choice other than half-orc works, but if you choose to multiclass and start as a fighter, your options are more limited. To avoid a nasty experience point penalty, you'll need to choose from human, half-elf, elf or gnome.



Steel Golem's picture was originally supposed to be the picture for Karn, Silver Golem, but the design team decided it looked too wimpy.

Listings

Qualify for the Magic: The Gathering Pro Tour—Chicago

Open to all teams that have not yet qualified for Pro Tour—Chicago



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SPELLS AND SKILLS. So what about the wizard stuff? Without question, you should specialize in a school. With some of the best all-purpose spells in the game—including rope trick, haste and polymorph—transmutation is the top choice. The downside to specializing is that you'll have to shut yourself out of up to three schools. To allow yourself maximum flexibility, choose divination, necromancy and enchantment as your barred schools.

These have the fewest spells, and none that are essential to a wizard's career such as abjuration's dispel magic.

The next step is choosing spells. Not including cantrips, a first-level wizard's arsenal is limited to only a few, so you should choose ones that offer flexibility.

Magic missile isn't really worth it until fifth level; you'll get better results from area-effect spells like sleep and hypnotism at the lower levels. You should also have at least one spell that allows you to perform feats of supernatural misdirection, such as change self, silent image and unseen servant. For defense, shield or mage armor are both choice spells.

You'll also get to pick a familiar, and it's well worth it. Don't get too caught up in their supernatural abilities though. You might want to choose a toad for the +2 constitution it gives you, but it has limited mobility. In the long

run, you'll gain more benefits from a sharp-eyed flier like a hawk or an owl.

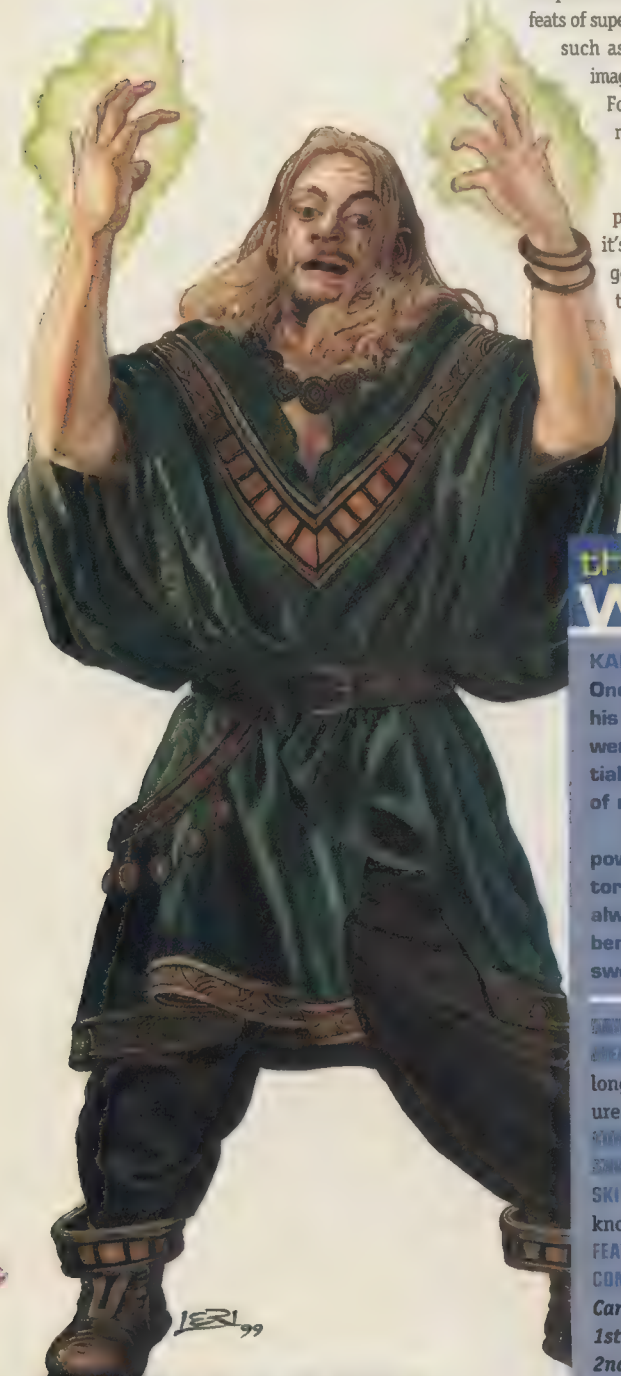
When picking skills, the top two for any wizard are concentration and spellcraft, while the various knowledges are also good. As for cross-class skills, spend at least two points each on disable device and search, since both gain bonuses based on your intelligence score.

FINISHING TOUCHES

They say nobody's perfect. Tell that to these powerhouses. Building the perfect character isn't as hard as it seems. But remember, while a perfect character will score you experience, the truly legendary ones have personalities and histories that explain why they're as good as they are or why they've chosen their skills and abilities. They're the characters whose tales will live on long after you've told them to your grandkids. Perfection is boring; it's the flaws that make us who we are. So remember when you build your character that it takes more than number crunching to make him great.

Still... There ain't much that beats 12 attacks per round....

Jeff Hannes gave his wizard Merlin Jr. the whirlwind attack; he thought it would allow him to break wind more efficiently.



the perfect WIZARD

KARAK: chaotic good, 3rd level human wizard/1st level fighter

Once a soldier, Karak quickly learned his limitations when his army was decimated by a wizard defending the town they were attacking. The sole survivor, Karak abandoned his martial ways and convinced the wizard to school him in the ways of magic.

Now alone, Karak follows his own path in search of more power so that he can defend the helpless towns as his mentor once had. At times, he is reckless, but his intentions are always pure. Karak keeps his weapons and armor concealed beneath his robes and has mastered the art of readying his sword in a split-second to catch his opposition off-guard.

ABILITY SCORES: Str 16, Dex 12, Con, 15, Int, 16, Wis 10, Cha 9

WEAPONS AND ARMOR: longsword: +5 to hit, 1d8+3 damage; mighty longbow: +3 to hit, 1d8+3 damage; leather armor (+2 ac, 10% spell failure); large wooden shield (+2 ac, 15% spell failure)

PROFESSION: armor class 15, 27 hit points, +1 initiative

SAVING THROWS: +5 fortitude, +2 reflex, +3 will

SKILLS: alchemy (+10), concentration (+7), knowledge, arcana (+10), knowledge, magical beasts (+10), search (+6), spellcraft (+10)

FEATS: extend spell, quick draw, scribe scroll, still spell

COMMON SPELLS: (Transmutation specialization)

Cantrips: detect magic, ghost sound, light, mage hand, read magic

1st level: burning hands, change self, feather fall, shield

2nd level: blindness, bull's strength, rope trick

WIZ KID Intelligence is your main priority as a wizard—but you'll want to start as a fighter.



One of the later expansions for *Spellfire* listed the game as "Selffire" on the outside of the box.

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A full-page background image of Keanu Reeves as Neo from the movie 'The Matrix'. He is wearing his iconic black trench coat and sunglasses, holding two handguns in a ready stance. The background is a blurred, high-angle view of a city street.

what is

MATRIX

*IT'S THE C
GAME YOU'LL*

*by jeremy smith and
the IQ GAMER staff*

the

X?

COOLEST CARD NEVER SEE

IT'S A CRIME.

"The Matrix" is the best sci-fi movie in recent memory, two more sequels are in the works, and the closest we've come to a collectible card game is gluing Keanu's head on our Masti-corns. How can there not be a *Matrix* CCG, when it seems like nowadays all we get are licensed properties like *MLB Showdown 2000*, *WWF: Raw Deal* or the upcoming *Harry Potter* CCG?

But all that doesn't stop us from making our own *Matrix* card game. We called upon the imaginative powers of top designers Dave Williams (*Doomtown*, *Legend of the Five Rings*) and Jim Ward (*Spellfire*, *Dragon Ball Z*) to help us cook up the way a *Matrix* game should work. Our database was brimming with so many cool ideas, we decided to lay down the foundation for the game we'd most like to see. Who knows, if not a card game, maybe it'll show up as an online game first.

TRUE TO THE FILM

What if *Legend of the Five Rings* didn't have fighting samurai? What if all *Magic* creatures had the same power? The games just wouldn't be the same if they didn't play off the fun elements of their subject matter. With that in mind, we asked our designers the first question: What's the one thing you would do to make *The Matrix* CCG true to the film?

David Williams: You need to reflect accurately the dual nature of the *Matrix*'s realities. In the "real" world, the humans have a severe limitation of resources, but they are capable of so much while they are in the *Matrix*. Regardless of which reality they are in, however, the humans are fighting a guerrilla war; they will always have less firepower, but they have the advantage of surprise and flexibility.

Jim Ward: There need to be two levels of play. In one level, you are hooked into the *Matrix*; in the other, you are in the real world and your cards react in another, very different manner. I think I would have some sort of storytelling element to the *Matrix* cards. The out-of-*Matrix* play would be much more of a numbers game with warlike combat and unusual cards thrown in to spin the battles in all sorts of storytelling directions. Perhaps I would use both sides of the cards. Having no backs, one side would be *Matrix* and the other would be real world.

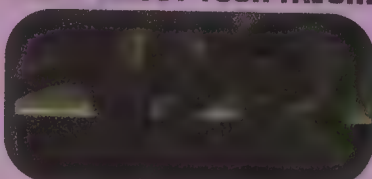
InQuest: The coolest things in "*The Matrix*" are the nigh-unstoppable AI Agents. To simulate these cards, we'd give them killer-high numbers to take out virtually any threat and the power of "transformation," to steal the appearance of any other being in the *Matrix*. However, their true strength would lie with their ability to jump in and out of play at the speed of an "instant" and appear at any location in the blink of an eye.

INSIDE THE MATRIX

WHAT YOU DON'T KNOW ABOUT YOUR FAVORITE SCI-FI THRILLER



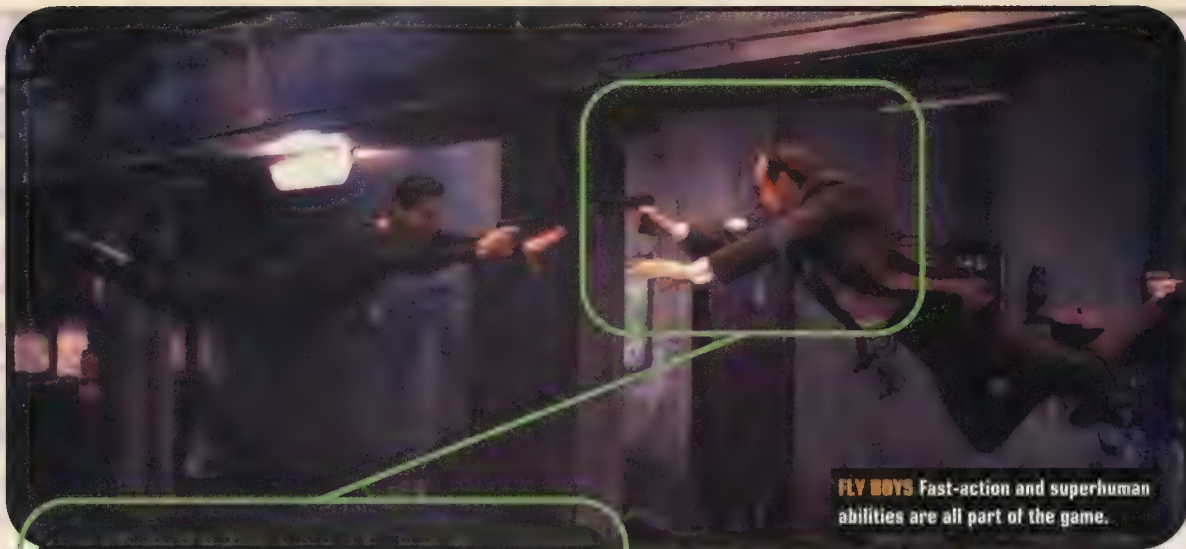
MODEL REBEL Carrie-Anne Moss (Trinity) got her start as a model. In fact, she was in the "Melrose Place" spinoff "Models, Inc." in 1994 and 1995. Coincidentally, she also played in a TV series called "Matrix" back in 1993.



BUTT WHOOPING Hong Kong movie star and martial arts master Yuen Wo-Ping—appropriately pronounced "whooping"—trained the movie's stars for about half a year so they could perform the fight scenes themselves.



DIRECTORS IN DISGUISE If you wanna catch a glimpse of directors Larry and Andy Wachowski, they appear as window washers outside Neo's office building.



FLY BOYS Fast-action and superhuman abilities are all part of the game.

AGENT SMITH



Transformation Matrix Attunement

- If Agent Smith is in the same location as another Agent, control that Agent for the turn
- Flip the top card of your Matrix. If Agent Smith's Lethal Combat skill is greater than the Matrix value, you may eliminate any character in the quadrant

#1 WITH A GUN Agent Smith would be a *Matrix* CCG powerhouse.

CARD POOL

Enough cards for strategy, but not enough to overwhelm your wallet, we'd shoot for about 300 in the mix. Which direction should the card pool go? Lots of action cards to match the rapid-fire pace of the film? Or maybe the character cards would be our big guns?

Williams: There certainly need to be character cards; the characters are the core of any licensed product. But "The Matrix" is an action movie and the cards need to project the feel of raging gun battles, last-second escapes and the warping of realities. There should be special action cards that can only be played depending on the character's "understanding of the Matrix." Different humans would have different ratings; Morpheus would be quite high, of course, but only Neo would have a higher rating than the AI Agents and access to the most powerful "Matrix cards." Of course, the Matrix cards are completely worthless when the conflict takes place in the "real" world. There would be characters that could not cross over the realities; the Agents couldn't go to the real world, just as the humans Tank and Dozer couldn't enter the Matrix.

Ward: My perfect mix would certainly go deep into the surreal aspect of the Matrix. Anything can be programmed into the Matrix and the cards would reflect that. At the very least, I would have the players meet characters out of history as allies and enemies.

InQuest: Our action cards would be dual purpose—real world on the top, Matrix on the bottom. A powerful Matrix card would be a weak real-world card. For example, the card .38 Bullet could prove deadly as a surprise attack in the physical world, but might be much more easily dodged inside the

Agent Smith, Neo/Smith: Foto Fantasia



THE ONE When the police burst through the door of Trinity's room in the opening sequence, the door number is 303. Of course, Neo's door number is 101, representing that he is The One.



DIGITAL FLIPS During many of the action scenes, the characters wore harnesses to do their unreal flips and twists. The harnesses were later erased digitally.



BULLET TIME Many of the action scenes were filmed using a revolutionary "Bullet Time" system of 120 still cameras and a pair of motion-picture cameras to enable a scene to be captured and manipulated from virtually any angle.



PASTA GUY Keanu Reeves (Neo) has held some unusual jobs in addition to being an actor. An avid hockey fan and player, he once had a job sharpening ice skates. He was also the manager of a pasta shop and is still the lead singer of the band Dogstar.

Matrix. When deck-building, you could stack up on powerful Matrix cards, but then if the conflict suddenly shifts to reality, you're out of luck.

CARD DRAWING

When it comes to the ever-valuable card-drawing, you can take it slow like *Magic's* one card a turn or fast like *Sailor Moon's* refill your hand every turn. The high-octane action of "The Matrix" says lots of cards to all of us.

Williams: While *Star Wars* and *Netrunner* have shown that a good design can be hampered by "I don't want to play that faction" concerns, a two-faction design for the *Matrix* seems like the best starting point. I would like to see the Agents as an overwhelming force that the human player has a hard time dealing with; their stats and resources should be much higher than the humans, but the humans should have greater card-drawing capabilities to represent their flexibility.

Ward: I would consider doing a "matrix" of cards placed face down on the table. Each section of the matrix would have a different meaning and use. Whoever moved there first would get to draw the card.

InQuest: Everyone starts out a prisoner of the Matrix, only drawing a single card a turn. Once your true identity emerges—say, after you play a special character card—you get to draw extra cards. The deeper your awareness level in the Matrix, the more options you have—i.e., the more cards you draw; Neo might draw up to five cards a turn to Trinity's three.

MAKING IT DIFFERENT

With over 100 CCGs out there, do we adapt one of the currently available game mechanics or come up with something entirely new for our *Matrix* design? Since we're all big fans of innovation, the answer would be "expect the unexpected."

Williams: Tough question. I've always considered my strength as a game designer to be in taking other people's great ideas and combining them in new and innovative ways, rather than the complete innovations of something like *Magic: The Gathering* or *DiscWars* that create an entirely new genre. I think the combination of dual worlds, like in *Heresy*, and unequal equals, as in *Netrunner*, and even more so in Games Workshop's *Space Hulk*, would lead to a game with a different feel from anything else out there. Then again, over the course of the design process, it's entirely possible that our team would come up with something that is completely unlike anything that's been done before.

Ward: I love to put in gameplay features that other companies haven't tried yet. I could imagine several important situations in the game where you had to actually drop a small plastic CD onto

the playing surface for a specific effect, making the game a skill-and-action game as well as a CCG. The feature would have to fit the theme of the game, but I like visual elements as well as pretty cards.

InQuest: Every game of *The Matrix* has a built-in mini-auction. You start play with your main character, one enemy card—which you'll control to hunt others—and 100 credits. With these 100 points, you "buy" your abilities. For example, in a four-player game where you're playing Neo and Agent Smith, there would be four Matrix Awareness skill cards to bid on. Operating like "danger sense" and perception, you decide Neo needs Matrix Awareness and shell out 64 points for a champion-level skill rating, the highest. You might only have enough points left over to be average in the rest of your skills, but your godlike Matrix Awareness will sense Agents in the phone lines and spot a gun before it's even drawn.

There are as many directions to take a *Matrix* CCG as there are circuits at Norad. The second film is due out in 2002, so maybe some game company will snatch up the rights before then.

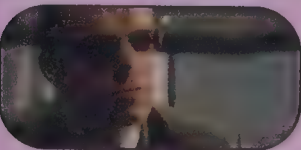
Of course, who's to say this game isn't real already? We're dealing with the Matrix, after all; you could be trapped in it right now, being force fed *Pikachu* instead of Trinity...



Jeremy Smith (jeremy@smith.net) would like to thank his brothers Adam and Joel and his friend Gerard Marzilli for showing him his computer's "on" switch.

DANGER GIRL We'd make Trinity a foil card and include her in every deck.

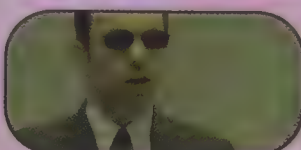
Everett Collection



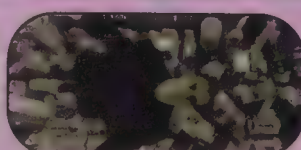
MEN IN BLACK SHADES Some of the crew that worked on "The Matrix" worked on "Men in Black." The Matrix Agents are called Smith and Jones, and in "MiB," the actors are Will Smith and Tommy Lee Jones.



SUPPORTING STARS Joe Pantoliano (Cypher) had a bit part in Oscar-winner "The Godfather II" and Laurence Fishburne was in the Vietnam War classic "Apocalypse Now." Coincidentally, both films were directed by Francis Ford Coppola and starred Marlon Brando.



BABE MAGNET Hugo Weaving, generally an actor in serious films, did the voice of Rex the sheepdog in "Babe" and "Babe: Pig in the City." In the upcoming "Lord of the Rings" films, he plays Elrond.



MATRIX 2 Due Christmas 2002, Reeves and Moss have signed on, with Laurence Fishburne (Morpheus) and Jet Li (a new character) as strong possibilities. It's set after the first movie, so expect superhuman feats out of Neo. "Matrix 3" is slated for summer 2003.



COME ONE, COME ALL Artist rendition of massive InQuest chaos tourney.



by the *IQ Gamer* staff
Art by Brian D. Ahern

The tri-state area had never seen anything like it. *InQuest Gamer* brought together every *Magic* player we could scare up, along with their kid brothers and even a couple of the more intelligent pets to stage the biggest chaos game ever recorded.

The result was 521 *Magic* players packed into the Hoboken Best Western Conference Center and Sushi Bar. It wasn't a pretty sight. The stench level was definitely several ranks below putrid and the geek factor was firmly pegged at 11.

As for rules—what rules? You could play any deck you wanted, as long as it was Type I legal.

And We're Off...

After resolving a 24-way tie to see who goes first, *InQuest's* own Editor Mike Searle gets the first play by rolling three 20s in a row. What are the odds?

Mike drops an island and plays Telepathy. The gust created by 3640 cards hitting the table at the same time stirs up the air to "gotta puke" level. Somebody from the far side of the table nails Mike with a spit wad.

11:25 to 12:14

Players #2 through #198 play a land. Sev-

eral Moxes, Wild Dogs and a couple Pouncing Jaguars hit the table. One of the dogs isn't cardboard. It's a beagle. Security takes him out.

12:15

Some kid with a propeller beanie casts a Pikachu. Security takes him out.

12:16

A guy sporting a dog collar and a Mötley Crüe tattoo Dark Rituals to play an Iron Maiden. Everyone groans.

12:16

Half a dozen Disrupts are cast. By the time we figure out whose Disrupt is disrupting whose Disrupt, no one remembers whose turn it is. Dog-collar boy wins the argument but is tapped out and has his Iron Maiden countered.

12:24

Mox, Mountain, Flame Rift. Everybody takes four points of damage.

12:44

We're up to player #295, the first girl. She drops an Oath Of Druids. Cheers erupt.

12:50

Two guys in a row play a Swamp, Lotus Petal, Dark Ritual and then cast Unnerve. Everyone discards four cards. No, wait, a kid with an "I'm With Stupid" T-shirt Forks one Unnerve. Everyone discards six cards. One guy's forced to toss his Ritual/Syphon Soul combo that would have gained him 1040 life. He starts to cry. Security takes him out.

12:55

Everyone is playing with just one card and the card they draw. *IQ's* own Associate Editor Brent Fishbaugh manages a combo: chucking a red card to play Cave-In. Everyone takes two points of damage. Somebody, unhappy with this, nails Brent with a spitwad.

12:59

Up next is a guy who's still shuffling his deck. We disqualify him for illegal shuffling.

12:58

In rapid order, two Rathi Fiends are "oathed" into play. Three points of damage for all. Everyone's life is at 8.

1:24

An Angry Mob is oathed into play. It's an 88/88 trampler. Woo-hoo!

1:59

A rich kid sucking on a bubble pipe shows off by using a Black Lotus to cast a Sizzle. That leaves him at 8 life, everyone else at 5 life.

2:01

A couple minutes later a Shivan Raptor hits the table. It's controller walks around the room and slams it in front of bubble boy and shouts: "Haste, baby!" It deals him 3 damage, bringing him down to 5. Cheers follow. Some light, nerdish dancing takes place. High-fives all around.

2:10

A Dark Ritual gets a Bottomless Pit into play. Now everyone is playing with just the card they draw.

2:11-2:21

Sixty-four people draw a card, some play a land.

2:22

IQ Gamer Associate Editor Paul Sudlow mills through half his deck due to the "Oath." The first creature he gets to is a Magmasaur. He sacrifices it to deal five points of damage, killing everyone. The game is a 521-way tie with 123 people never getting a turn.

2:22

Somebody pegs Paul between the eyes with a spitwad.

2:23

IQ Gamer Managing Editor Tom Slizewski fails to hide the straw fast enough. Security

WACKED OUT

Wacky observations at the world's biggest *Magic* game.

STRANGEST T-SHIRT: Picture of Ball Lighting with the words: "Haste: Don't bother running, you'll only die tired."

WEIRDEST DECK TYPE: White direct damage.

STUPIDEST COMBO: Turn one Dark Ritual:

Circling Vultures,

two points of

mana burn. We

don't know why.

BEST OUT OF

CONTEXT

QUOTE: "I'm

gonna whip out

my Spitting Slug

and show you."

In refer-

ence to an argu-

ment about what

color this

creature was.

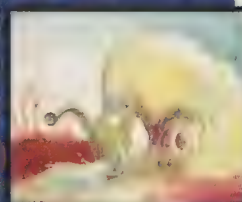
ANIMALS WHO PLAYED: Three dogs—all

played Bone Harvest

decks—and one cat,

playing Trinity Green.

Go figure. ■



ity takes him out.

The *IQ Gamer* staff uses Porta-Potty brand portable toilets exclusively. They are open to other product endorsements though.



LISTEN YOU SCREWHEADS Artist's rendition of our communications problem at world's biggest chaos game.

Ooops!
GAMING'S BIGGEST 1/5%
BLUNDERS

A lot of things don't make sense in *Magic*. One of the game's dynamics was thankfully eliminated long before *Magic* hit store shelves: walls could attack.



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Killer Decks

Trinity Green by Zev Gurwitz

Like a gallon of Gatorade at halftime, Trinity Green has leapt from nowhere to rejuvenate green decks with its fast mana, huge green creatures and—especially—the delaying tactics it uses against your opponent to give you even more casting speed. Nothing quite says “rumble in the jungle” like a herd of squirrels and blastoderms romping across the table for a big score.

How to Play

Trinity Green was one of the surprise decks at the U.S. Nationals this year. Released on the Internet only a week before the big event, the deck originally debuted at the Norwegian Nationals. Utilizing the fast mana producers available to green, the Trinity deck attempts to quickly cast large and game-breaking spells in order to defeat your opponent. This strategy is supplemented by the use of sorceries and artifacts that deny your opponent mana, giving you a chance to strike first and hardest.

The chief aim of the deck is to drop a Tangle Wire or Plow Under, followed quickly by a Deranged Hermit or a Blastoderm in the first four turns. To accomplish this, the deck contains 17 cards that accelerate its mana base, including Birds Of Paradise, Llanowar Elves, Roffelos, Llanowar Emissary and Gaea's Cradle. With so many mana-increasing cards, a turn three Plow Under or Deranged Hermit is not only common, but expected and necessary.

However, the mana production is only half the deck. Its strength comes from the synergy between the various cards. With 13 large and mean creatures, such as Blastoderm, Deranged Hermit and Masticores, Trinity also features many stall cards that buy you time by gaining you the mana advantage—just in case the cards don't immediately fall as you hope. Fallow Earth and Plow Under are both powerful Time Walk-like effects designed to slow the growth of your opponent's strength by depriving him of resources.

The irreplaceable card of the deck is the fading artifact Tangle Wire, the sleeper card of *Nemesia*. The Wire's ability forces your opponent to tap a card for every fading counter on his upkeep. Though it does target both players, you have the added advantage of removing a fading counter and tapping the Tangle



FIT TO BE TIED Cards like Tangle Wire and Plow Under give you the mana advantage you need to win.

Wire itself—you'll always be tapping two fewer real permanents than your opponent. Multiple Wires ensure a bigger lockdown.

Another key card in the deck is the Skyshrout Poacher. This little rebel may look like an expensive 2/2, but his ability to fetch one of your many elves for three mana a turn is one of the most powerful effects in the deck—especially when you consider that the squirrel-generating Deranged Hermit is an elf himself; if allowed to continue fetching Hermits, the little squirrels will continue to multiply—and get bigger and bigger.

The other stars of the deck are the seven legendary cards. Gaea's Cradle and Roffelos, Llanowar Emissary. Both cards produce more than one mana when tapped and give Trinity the speed it needs to win. A turn two Roffelos usually guarantees a turn three combination of Tangle Wire/large creature, or you can just cast a Hermit or a Plow Under.

Weaknesses

One main problem with this deck is its vulnerability to mass removal

the deck

ARTIFACTS

- 3 Masticores
- 4 Tangle Wire

CREATURES

- 4 Birds Of Paradise
- 4 Llanowar Elves
- 2 Priest Of Titania

- 4 Roffelos, Llanowar

- Emissary
- 4 Skyshrout Poacher

- 2 Blastoderm

- 4 Deranged Hermit

SPILLS

- 2 Fallow Earth
- 4 Plow Under

LAND

- 16 Forest
- 4 Rishadan Port
- 3 Gaea's Cradle

SIDEBBOARD

- 4 Ticking gnomes
- 1 Blastoderm
- 1 Fallow Earth
- 2 Creeping Mold
- 3 Splinter
- 2 Smokestack
- 1 Masticores
- 1 Reverent Silence

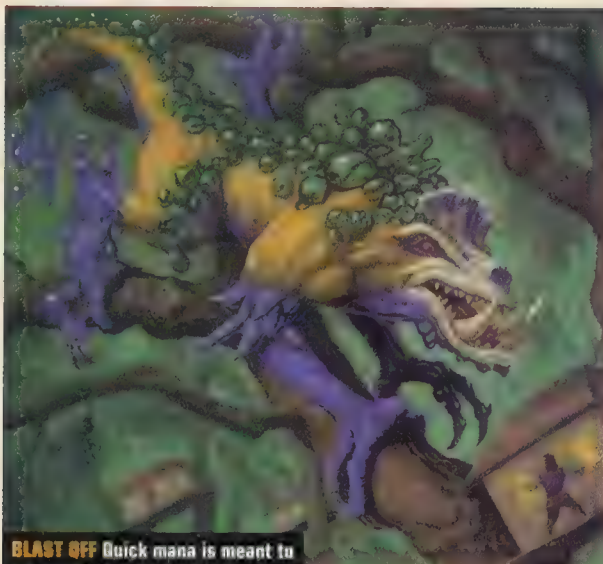
SUBSTITUTIONS

- Gaea's Cradle → Havenwood
- Rishadan Port → Forest
- Tangle Wire → Fallow Earth
- Masticores → Blastoderm



Sierra Studios followed up their best selling Europe-based *Panzer General* computer game with *Pacific General*. Too bad they didn't change the weather routine; now, you're often fighting on snow-covered tropical islands.

the non-killer deck THEME DECK



BLAST OFF Quick mana is meant to get your big creatures into play before your opponent can defend.

cards like Wrath Of God and Cave-In. An early Cave-In or

Earthquake will slow Trinity and maybe even cripple it beyond function. The same goes for Powder Keg, as the elves are easy prey due to their low casting costs.

The deck is also vulnerable to fast creatures that are larger than yours. This problem comes primarily against black and Accelerated Blue, as both decks have fast mana producers in Dark Ritual and Grim Monolith. Your main fear from these decks is Masticore; the big artifact can quickly kill almost anything in your deck, and you have few answers for its regeneration ability.

The last deck type to be wary of are combo-based decks, as Trinity has few ways of stopping a player from going off once his combo has been reached. The deck has almost no way to stop a Yawgmoth's Bargain deck from going off, even if Tangle Wire and Plow Under both resolve. The other deck of which to be wary is Replenish, which is arguably the most powerful deck in sight. If the Replenish player gets to four mana, be careful, because you're close to losing the game.

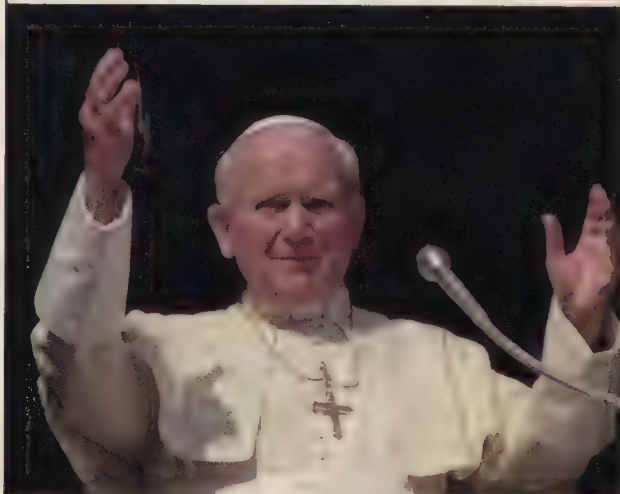
How to Sideboard

The deck's sideboard is the key to defeating some of your more troublesome match-ups. The two Creeping Molds and the three Splinters are necessary to defeat the ever-present threat of the Masticore. To find room for them in your deck, consider losing a couple Fallow Earths and perhaps a Blastoderm, since it's one of the weaker cards against a Masticore.

The extra Fallow Earth and the Reverent Silence give you an extra boost against the deck of the season, Replenish, and you can take out the Masticores in your main deck to make room for them. You can also bring in Smokestack against Replenish, as well as against Control-oriented decks. Another purpose for Smokestack would be to use it against Bargain. When combined with a Plow Under, the Stack can create a soft lock that a Bargain player would be hard pressed to escape.

Finally, the fourth Masticore and the four Ticking Gnomes are for such creature decks as Rebel, Stompy and Goblin. To make room, you can take out Tangle Wire, as these decks aren't as hurt by it as most others—except of course against Fish, which you can mark down in your Tournament report as a bye.

Zev Gurwitz's favorite card is *Deranged Intern*; it generates 1/1 mommy tokens.



CHURCH & STATE

After seeing all the problems various religious groups have with *Magic* and various similar games we like, we're all for the separation of church and state. However, we thought it'd be fun to see if the two could actually work in harmony rather than duking it out, so we built a *Magic* deck that combines elements of both. Have fun playing this deck next time you bring it to school and remember not to tell anyone about the card sacrifices you'll be performing or they might get the wrong idea.

■ Jeremy Smith, solitari altar boy

CHURCH

- | | |
|-----------------------|----------------------|
| 1 Abbey Matron | 1 Reliquary Monk |
| 1 Academy Rector | 1 Sacred Guide |
| 1 Benalish Missionary | 1 Solitari Monk |
| 1 Exorcist | 1 Solitari Priest |
| 1 Farrelite Priest | 1 Blessing |
| 1 Icatian Priest | 1 Fanatical Devotion |
| 1 Miracle Worker | 1 Sheltering Prayers |
| 1 Monk Idealist | 1 Worship |
| 1 Monk Realist | 1 Wrath Of God |
| 1 Preacher | |

STATE

- | | |
|-------------------------|----------------------|
| 1 Akron Legionnaire | 1 Peacekeeper |
| 1 Ardent Militia | 1 Staunch Defenders |
| 1 Aysen Bureaucrats | 1 Voice Of Law |
| 1 Defender of Law | 1 Volunteer Reserves |
| 1 Hand Of Justice | 1 Absolute Law |
| 1 Honor Guard | 1 Arrest |
| 1 Icatian Lieutenant | 1 Justice |
| 1 King Suleiman | 1 Land Tax |
| 1 Kjeldoran Royal Guard | 1 Tariff |
| 1 Lawbringer | |

LAND

- 18 Plains

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KillerDecks2

Vegeta's Balls

by James M. Ward

"It's laughable! The pitiful champions of Earth have united in their futile attempt to defeat your alien Saiyan forces. All you've come for are seven little Dragon Balls. But if they're not willing to yield to their betters, you are more than able to show them the error of their ways. They will rue the day they dared to face the wrath of Vegeta! Bwah-ha-ha-ha!"

Deck Concept

As the Vegeta player, you're going for a Dragon Ball victory. Your goal is to draw the cards you need to place all seven Dragon Balls out as quickly as possible. Rising in anger level is not on the cards for you—so to speak—so you won't find many drills in this deck. And when you do get 'em onto the table, don't discard 'em unless your foe forces you.

"Defense, defense, defense" is the name of the Vegeta's Balls deck. If at all possible, avoid attacking throughout the entire game. Your deck is focused on acquiring Dragon Balls as quickly as possible.

And don't forget that Tokui-Waza power-up bonus! This boost'll help you ramp your power stages up quickly.

How to Play

In the early game, concentrate on boosting your power stages and getting Dragon Balls into play as soon as possible. Don't worry about going on the offensive. Remember, you don't need to fight to win—at least not yet—and cycling cards back into your life deck from your discard pile is more important than boosting your anger level.

When you get your power stage to the maximum limit for your personality card, that's the signal to begin searching your and your opponent's decks for Dragon Balls.

Use your four Vegeta's Plans to fish Dragon Balls out of your deck. Don't go hog-wild, though; hold at least one of them back if you can in case somebody knocks a Ball from play to the bottom of your life deck.



Approach combat with caution; this is the phase where you risk losing your Balls to other players. Fortunately though, this is also the phase where you can both steal Balls from them and recover your own stolen property. Don't hesitate to ditch non-combat cards in the final physical attack option if it'll win you back your prizes.

Combat may not be your forté, but you do have some solid fighting cards to fall back on when your opponent comes gunning for you. Saiyan Arm Throw is a two-fer; it gives you a strike at your opponent, while shutting down his next attack. This can be a lifesaver if he's got a significant power advantage and is set on cornering you. The last thing you want to be doing is discarding cards after bottoming out on power.

On defense, you're on solid ground. Saiyan Energy Aura shuts down an energy attack and, like the Arm Throw, shuts down your opponent's next attack. Saiyan Full Spin Kick does the same for physical attacks. Then there's your super-defense cards—like Saiyan Truce Card, Vegeta's Stance and Vegeta's Surprise Defense—which can shut down an attack cold.

the deck

MAIN PERSONALITY

- 1 Vegeta Personality 1
- 1 Vegeta Personality 2
- 1 Vegeta Personality 3

COMBAT

- 1 Earth Dragon Ball Capture
- 1 Earth Dragon Ball Combat
- 3 Saiyan Arm Throw
- 2 Saiyan Energy Aura
- 3 Saiyan Full Spin Kick
- 2 Saiyan Truce Card

- 4 Vegeta's Energy Blast
- 4 Vegeta's Energy Stance
- 4 Vegeta's Surprise Defense

NON-COMBAT

- 1 Earth Dragon Ball 1
- 1 Earth Dragon Ball 2
- 1 Earth Dragon Ball 3
- 1 Earth Dragon Ball 4
- 1 Earth Dragon Ball 5
- 1 Earth Dragon Ball 6
- 1 Earth Dragon Ball 7

- 1 Eyes Of The Dragon
- 2 Power Up!
- 1 Saiyan Battle Terms
- 3 Saiyan Energy Blast
- 2 Saiyan Energy Defense
- 1 Vegeta's Dragon Ball Capture
- 1 Saiyan Power Drill
- 4 Vegeta's Plans
- 1 Vegeta's Quickness Drill
- 1 Vegeta's Trick



You might think that the *Babylon 5* RPG would feature plenty of rousing space battles and the TV personalities. But no, neither appear.



By the mid-game, your opponent probably has a Dragon Ball or two on the table, and that means it's time to go fishing. You've got a limited number of capture cards you can use to go after your opponent's Balls. Eyes Of The Dragon is your killer fetch card; not only does it grab a dragon ball out of your deck, it also steals one from your opponent as well! Eyes Of The Dragon could easily be a game-ender for you. Earth Dragon Ball Capture lets you grab an orb with no warning. Earth Dragon Ball Combat isn't quite as good since it requires you to win an energy combat first, which could be a problem once your opponent realizes you're going for the Dragon Ball win and is sure to go all out to deny you that particular victory. If your opponent has stolen one of your Balls, these cards'll can also bail you out and get it back.

All your Dragon Balls rock, of course, but Earth Dragon Balls 3, 5 and 7 are especially useful. Drawing new cards will get you all that closer to that final victory orb, and if you time it right, you can get some key cards—such as Earth Dragon Ball Combat—from your discard pile back into your life deck as well.

Vegeta's Trick is a great way to explore your opponent's deck, but be aware that it's primary effect is to bury his Dragon Ball at the bottom of his life deck. This could be a problem if you plan on stealing it from him.

Weaknesses

Dragon Ball theft is you greatest threat. Look out for opponent tactics which rob you of your Dragon Balls—and victory. There are plenty of penny-ante cards that'll send your Dragon Balls to the bottom of your life deck. If this happens, haul them back out again with Vegeta's Plans.

But the worst threat is the life card capture rule, which allows an opponent to capture any single dragon ball card from your table mix if his attack forces you to discard five or more cards. This could wreak havoc with your strategy, and unfortunately, you're in a bad way if the game gets to this point. You can use your limited capability in recapturing Dragon Balls, but you can't count on those cards turning up when you really need them. Your super-defense cards are your best bet for preventing a power-drain scenario like this.

James M. Ward's been in the game industry since Adam. He's made major contributions to several CCGs, including Dragon Ball Z, Wheel of Time, and, uh, Spellfire.

the non-killer deck THEME DECK



PUNCH OUT!

Punching, kicking and blasting his way through the galaxy, our buddy Nappa has truly seen it all. He's really happiest when he's punching holes in things. Well, with this deck, you can help.

Your goal is to do huge amounts of damage every turn—often enough to steal enemy dragon balls. Use the anti-anger cards to calm down a foe so he doesn't win by maxing his personality cards. But with any luck, you'll pound your opponent into mincemeat way before he gets near his third level personality.

Use your Power Up! and Senzu Bean cards as soon as you get 'em—with this bruiser, you always want to be at your highest power stage level. ■ James M. Ward, Dragon Ball Goalie

MAIN PERSONALITY

- 1 Nappa 1
- 1 Nappa 2
- 1 Nappa 3

COMBAT

- | | |
|-------------------------------|------------------------------|
| 3 Black Front Kick | 3 Orange Standing Fist Punch |
| 3 Black Knife Hand Strike | 3 Orange Two Knuckle Punch |
| 3 Black Turning Kick | 3 Red Back Kick |
| 3 Blue Forward Foot Sweep | 3 Red Knife Hand |
| 3 Blue Round Throw | 3 Red Lunge Punch |
| 3 Orange Arm Bar | 3 Red Palm Heel Strike |
| 4 Nappa's Blinding Stare | 3 Red Reverse Punch |
| 4 Nappa's Energy Aura | 3 Saiyan Pressure Punch |
| 4 Nappa's Physical Resistance | |
| 3 Orange One Knuckle Punch | |

NON-COMBAT

- 3 Orange Joint Restraint Drill
- 3 Power Up!
- 3 Senzu Bean

DECK BUILDING

101

The 100-Card Deck by Mike Searle

My first deck ever was a huge, 100-card monster, and I lost big time. I got stomped because I threw everything into the deck—that awesome flying Ornithopter, the giant Leviathan and even some Crimson Kobolds—and was just as likely to draw a Thallid as I was land. Years later, I've returned to my roots, but this time with a fine and cunning plan...

Step 1: Theme

If you're going to build an extra-large deck, why not take advantage of that fact? One card abuses big libraries: the artifact Crumbling Sanctuary. Once it's in play, each point of damage that would be dealt to a player instead removes the top card of that player's library from the game. Damage means nothing. You've effectively changed the rules of *Magic*;

no longer are you racing to do 20 damage to your opponent—and, with so many extra cards in this deck, you've

gained a 40-point "life" lead.

Step 2: Colors

Classic blue and white provides the board control we'll need to slow an opponent in order to set up our Crumbling Sanctuary trick and keep it in play. Blue's our primary color with lots of countering to prevent threats and protect our Crumbling Sanctuary. White supplements with defensive cards like the creature-destroying Wrath Of God and the damage-denying Story Circle.

Step 3: Creatures

In this deck, your number one concern is maintaining control of the board. Cards like Stinging Barrier for two blue and two generic mana and Ballista Squad for one white and three pick off enemy troops and provide steady creature elimination. To strengthen your countering, I've included two Spiketail Drakes. Not only are they decent 3/3 flyers at five mana, but you can sacrifice them to counter a dangerous spell unless your opponent pays three more. To rule the board's artifacts and enchantments, I've added two Devout Witnesses (W2), which can destroy both card types, and one Fountain Watch (WW3), which prevents your artifacts and enchantments from being targeted.

Next, I wanted to ensure my defense. With that in mind, blue's weighty 5/5 Saprazzan Outrigger is a great choice for only four mana. It deters smaller ground-pounders from attacking—which is almost anyone—and, later in the game, can beatdown with the best. Over in white, the cheap Longbow Archer (WW) is blessed with first strike and the ability to block flyers—a great defender in any color.

On the attack, I went with six unblockable creatures—



the deck BIG MAMMA

ARTIFACTS

4 Crumbling Sanctuary
2 Flint Golem
3 Marble Diamond
3 Sky Diamond
2 Worn Powerstone

BLUE CREATURES

4 Blockade Runner
2 Phantom Warriors
2 Saprazzan Outrigger
2 Spiketail Drake
2 Stinging Barrier

BLUE SPELLS

4 Counterspell
2 Dominate
2 Foil
3 Rethink
2 Soothsaying
2 Tinker
2 War Tax

WHITE CREATURES

1 Ballista Squad
1 Fountain Watch
2 Devout Witness
2 Longbow Archer

WHITE SPELLS

2 Arrest
4 Enlightened Tutor
4 Last Breath
2 Seal of Cleansing
2 Story Circle
1 Wrath of God

LANDS

22 Islands
14 Plains

LEARN YOUR LESSONS The Enlightened Tutor is one key to getting at your Crumbling Sanctuary.



Gary Gygax's wife Mary suggested he call his groundbreaking RPG "Dungeons & Dragons." Gary intended to call it "The Fantasy Game," only changing the title right before it went to print.

HONOR ROLL

four common Blockade Runners (U3) and two uncommon Phantom Warriors (UU1). Once your defense is set, these unblockables can slip through for a little damage here and there, adding up to a big hurt.

What didn't make it? Rarity kept me from including the Rootwater Thief. This merfolk would have been perfect, since it can fly and remove a card of your choice from your opponent's library. Other tourney favorites like the flying and virtually unkillable Palinchron and Morphling, and the killing-machine Masticore would certainly help, but were too expensive.

Step Four: Spells

To make this 100-card beast manageable, the deck comes equipped with several search cards. No better "deck organizer" exists in the Standard environment than Soothsaying; for one blue, this enchantment can rearrange the top X cards of your library, where X is how much mana you spend. For finding a Crumbling Sanctuary, Tinker (U2) and Enlightened Tutor (W) both do the job, though Tinker sacrifices an artifact in play. The Tutor can also be used to fetch other artifacts and enchantments, which are needed immediately.

Since we want to buy time for our deck to switch the victory condition to loss of library instead of damage, we need to slow down our opponent. Counterspell is a must; for only two blue, it can stop any threat. Rethink serves the same function, though it's a bit more expensive to cast. The UU2 Foil costs twice what Counterspell does, but has the luxury of a free alternate casting cost by pitching an Island and one other card.

Countering isn't your only weapon; enchantments define your defense. For one white and one generic, Seal Of Cleansing cleans up a pesky artifact or enchantment. Thinking longer term, look to the damage-stalling Story Circle (WW1) and War Tax (U2). By spending white mana, Story Circle can wreck a deck relying on a single color; against broader threats, pump mana into War Tax and stymie your opponent from using the majority of his army.

Of course, the key to most decks' survival is creature elimination, and this one's no different. Your big gun is the "wipe out everyone" Wrath Of God (WW2); only one exists in the deck because of rarity, but put in three more if you can afford it. At three mana, white's Arrest can nullify any creature, especially one with a particularly nasty special ability, like Greel's built-in Mind Twist. The two-casting-cost Last Breath kills fast nuisances, while the powerhouse blue card, Dominate, steals an annoying creature and puts it into play under your control.

Step 5: Lands

In a 100-card deck, it's easy to figure out your land ration. Thirty-six lands equal 36 percent mana in your deck. This ratio is only slightly above average, but with Marble Diamond, Sky Diamond and Worn Powerstone artifacts also boosting your mana total, you shouldn't have any problems.

Take your punches early, hang in there as you set up your game lock and you'll prove that lean isn't always mean. Plunk down a single Sanctuary, and your opponent'll quickly feel the chances for victory crumble in his grasp.

Mike Searle once built a 20-card deck, but got eaten alive by his opponent's first card—a Millstone.

Lots of competition in a 100-card deck for the top stand-outs, but here are the seven that fortify the whole pile:



CRUMBLING SANCTUARY:

The heart of the deck, the Sanctuary turns your library into 100 points of life. Against your opponent's measly 60 life, you'll be the new powerhouse on the block.



ENLIGHTENED TUTOR:

Your odds of drawing exactly the right card in this deck are a long-shot. Don't be a slave to fate; cast the Tutor to fetch the Crumbling Sanctuary, War Tax or Seal Of Cleansing you need.



FLINT GOLEM:

Doubtful you'll see this artifact in other decks. It's a bit expensive for a 2/3, but its card-tossing ability turns into three points of damage in this deck.



FOUNTAIN WATCH:

Once this artifact- and enchantment-preserving creature hits the table, your opponent will first have to eliminate this guy to get at your Crumbling Sanctuary.



LAST BREATH:

Forget the drawback. Giving your opponent four life to kill one of his annoying 2/2 creatures doesn't matter at all when you just want to run your opponent out of cards.



PHANTOM WARRIOR:

Once Crumbling Sanctuary is in place and you have defense going, let your unblockable creatures like the 2/2 Phantom Warriors whittle away your opponent's deck.



SOOTHSAYING:

This key searcher speeds up getting the cards you need and finding that extra mana or Arrest just when you need it.

DEAD MAN'S HANDS

THIS MONTH'S CHALLENGE: THIS LAND IS DEAD LAND

by Rei Nakazawa

You can't WIN.

If you have to say one nice thing about Eugene T. Dudley—and there aren't that many nice things to say—it's this: he's enthusiastic. As soon as *Prophecy* came out, he bought up every booster he could afford, and played with every single card he got. Unfortunately, that enthusiasm's coming back to haunt him now in his game against Daniel "Deadshot" McKay. Eugene's own Citadel Of Pain has brought him down to 1 life while Daniel sits untouched behind a buttload of artifact mana and red pingers. The Big Dud's goin' down hard on the next turn.

But Eugene doesn't want to end up killing himself. He can't be hurt by the Citadel if he doesn't have lands, right? **Help him destroy all of his own lands by the end of the turn.** That way, at least, Deadshot will have to earn his victory—at least a little bit.

Keep in mind the following:

- Eugene is at 1 life. Since you're trying to save him, as unworthy as he is, make sure he survives the turn.
- Eugene's graveyard is currently empty, and Daniel is tapped out. Not that he needs to do anything, mind you.
- No, Eugene hasn't really used the power of the Adventurer's Guildhouse. Surprised? We aren't.
- Don't worry about what's in your library or Deadshot's cards; Eugene sure isn't.

CARDS IN HAND

- 1 Pyroclasm
- 1 Warmonger
- 1 Search For Survivors
- 1 Flowering Field

CARDS IN PLAY

- 1 Ancient Hydra (with 4 fade counters)
- 1 Johrael, Empress Of Beasts
- 1 Latulla, Keldon Overseer
- 1 Skull Catapult
- 1 Citadel of Pain
- 1 Alms
- 1 Castle

LANDS

- 2 Forest
- 2 Mountains
- 2 Plains
- 1 Lotus Vale
- 1 Scorched Ruin
- 1 City Of Shadows (with 7 counters)
- 1 Adventurer's Guildhouse

ENTER THE CONTEST

Mail in your step-by-step solution to:

DEAD MAN'S HAND
"THIS LAND IS DEAD LAND"
c/o INQUEST GAMER
P.O. BOX 118
CONGERS, NY 10920-0118

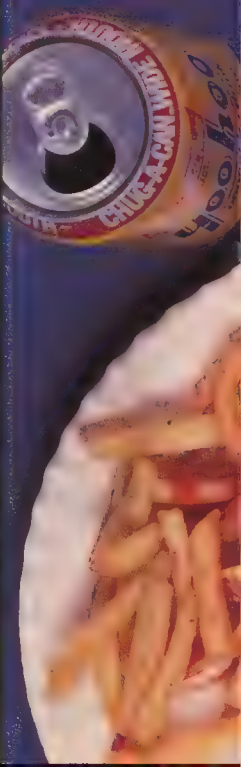
The winner, randomly chosen from all correct entries, will snag a box of *Prophecy*. All entries must be postmarked no later than August 31, 2000.



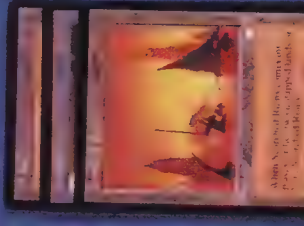
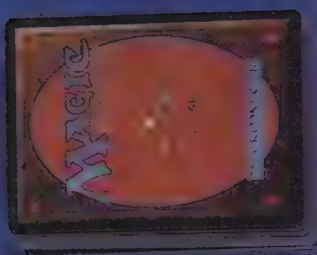
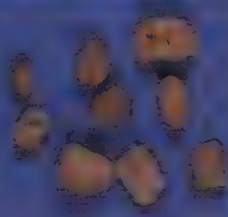
LAST MONTH'S "LIFE'S A BEACH..." SOLUTION:

- 1 Draw the island. Play it.
- 2 Use the Seal Of Removal to return Lin Siwi to Nester's hand.
- 3 Activate the Scandalmonger to make him discard Lin Siwi.
- 4 Play Infiltrate on the Bone Dancer.
- 5 Attack with the Bone Dancer.
- 6 Lin Siwi enters play on your side.
- 7 Use Lin Siwi's ability to put Nicol Bolas on the bottom of your library.
- 8 Activate the Harvest Mage, discarding Submerge.
- 9 Activate the Divining Witch, discarding the Apprentice Necromancer, name "Nicol Bolas."
- 10 Draw your entire library until you get to him.
- 11 Use the Mercadian Lift to play Nicol Bolas.
- 12 Play Squee, Goblin Nabob.
- 13 You have three legends in play and have shown Nester your entire deck.

Paul Schreidt: Magic: The Gathering is a registered trademark of Wizards of the Coast.



LAND OF THE LOST Eugene is falling fast. Can you get the land out of his way?



[ONDECK]

Dragon Ball Z

Dragon Ball Zzzzzzzzzzz.

With its slugfests between the likes of Goku and the evil Vegeta, *Dragon Ball Z* should be an easy port into the world of CCGs: It's a straight beat-'em up. And since the TV series has a wide following from Japan to Mexico, the fan base is huge. It could hardly fail. Could it?

The Good

It doesn't. At least, not entirely. The art is taken directly from the first 25 episodes of the TV show, as is all the flavor text, so for *DBZ* fans it will feel right. And collectors should warm to the fact that you get a foil card in every booster, and even enjoy the plastic playing doodads.

Though the game is not easy to learn from the convoluted rules, many elements are familiar. Your deck of unused cards is your life deck, as in the *BattleTech* CCG and ARC system games. There are multiple victory conditions, as in *Legend of the Five Rings*. You can win by decking the other player, reaching your highest "evolution" or by getting seven Dragon Ball cards into play.

Play is straightforward but slow. Each player takes a *DBZ* personality, with his or her own unique abilities and power stages, and draws from a deck of cards that mostly simulate martial arts attacks and blocks. Successful attacks reduce your opponent's power stages and/or life deck, and may raise your anger or lower your opponent's. If you get angry enough you turn into a better version of the same character.

The Bad

DBZ plays slowly mainly because of the Physical Attack Table. This chart is necessary to resolve combat and is printed only in the rulebook. Combat requires constant referencing. Since the game is mostly combat you'll be staring at this chart a lot. But the larger problem with this game is that it's really just another vanilla CCG, and a fairly clunky one at that. The game engine's old; it's the bolt-on chrome

PUBLISHER: Score

CATEGORY: Anime collectible card game

RELEASE: June 2000

FORMAT: 250 cards; 54-card starter decks; 9-card boosters.

SUGGESTED RETAIL: \$10.99 starters; \$3.29 boosters.

that's new, stuff like the plastic playing pieces and the frequency of foil cards. Even the art, while authentic, often doesn't have anything to do with the card it's on.

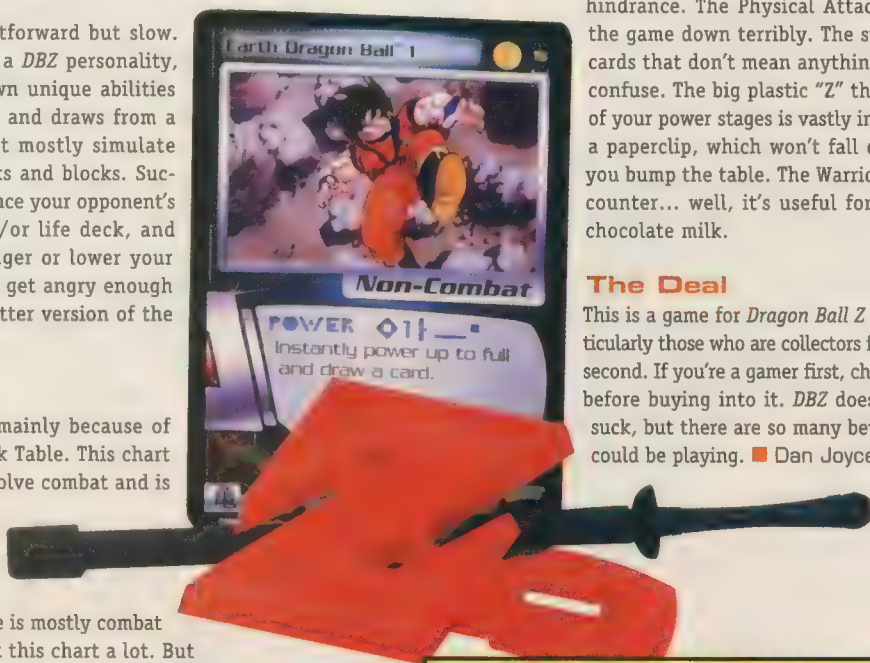
The central combat mechanic has a major problem. Having two types of damage—life deck and power stages—is easy to understand, but your power stages act as a buffer for your life deck for most attacks. However, and here's the kicker, your power stages are also needed for your most effective attacks, your best blocks and your resistance to damage on the Physical Attack Table. The net result is that when you start to get nailed, you get nailed to the wall.

It may be realistic that when you run out of power stages you become a soft target but it unbalances the game. A good run of cards for you and a bad one for your opponent all but guarantees you'll rip into his life deck and eventually win by decking him.

Many of the extras in the game are either superfluous or a hindrance. The Physical Attack Table slows the game down terribly. The symbols on the cards that don't mean anything just serve to confuse. The big plastic "Z" that keeps track of your power stages is vastly inferior to using a paperclip, which won't fall on the floor if you bump the table. The Warrior Sword anger counter... well, it's useful for stirring your chocolate milk.

The Deal

This is a game for *Dragon Ball Z* fans only, particularly those who are collectors first and gamers second. If you're a gamer first, check out a demo before buying into it. *DBZ* doesn't absolutely suck, but there are so many better games you could be playing. ■ Dan Joyce



THE VERDICT C-



Nobody thought to put astrology rules into TSR's *Star Frontiers* RPG, a skill which allows pilots to differentiate between astrological bodies. We feel sorry for the poor sods who mistakenly landed on suns instead of planets.

WCW: Nitro CCG

Nitro is high speed, but the WCW license drags it down.

You know something has gotten big—really big—when Bill Shatner advertises it on TV or a CCG comes out based on it. So it is with professional wrestling. This year we'll see no fewer than three card games based on this super popular form of "sports entertainment." Can Bill be far behind?

The Good and the Bad

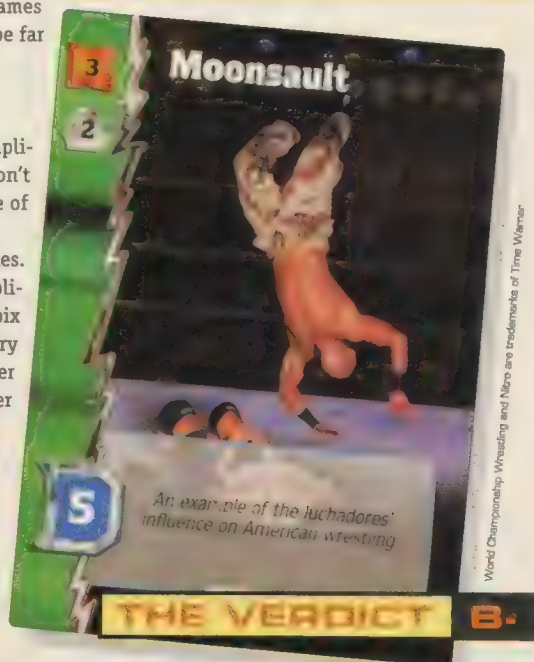
Nitro plays quickly and doesn't bog down with timing issues or complicated rules lawyering. There's enough wrestling feel to it that you won't think you're playing another *Magic* clone with wrestling stars in place of fantasy creatures.

Too bad *Nitro*'s components aren't at the same high level as the rules. The play mat is butt ugly and makes the game look way more complicated than it is. The design of the cards is garish and most of the pix look staged—notice that the spectators are exactly the same in every picture. The decks in the two-player starter set are dullsville. Even after adding cards from "slap packs" (boosters), the excitement level never gets that high.

The Deal

Good game mechanics are handicapped by ho-hum art choices and—let's face it—the second-tier wrestling license. The WWF has the stars wrestling fans care about and the CCG based on them, *Raw Deal*, is a streamlined version of this design. ■ M.R. Goode

PUBLISHER: Wizards of the Coast
CATEGORY: Professional wrestling CCG
RELEASE: June 2000
FORMAT: Two-player starter set; 11-card booster packs.
SUGGESTED RETAIL: Starter set \$9.99 boosters \$3.29.



Stratego Legends

Medusa blows up everything around her. It's insane.

This ain't your daddy's *Stratego*. Like the classic strategy game of soldiers and booby traps, this new version is a face-off between two massive armies. Unlike the original, *Legends'* armies are made up of fantastic creatures and you can customize your army by buying booster packs and substituting pieces.

Publisher: Avalon Hill
Category: Fantasy board game
Release: Spring 2000
Format: "Customizable" board and pieces
Suggested Retail: \$24.95 for boxed game; \$5.99 for booster packs.

The Good and The Bad

Basic gameplay is good ol' *Stratego*, though in *Legends* higher values are better, so your 10-strength Elementus the Airlord beats the 7-strength Spirit Of Wrath. You plow through your opponent's forces trying to capture his castle for the win. The similarities to *Stratego* end there, as *Legends* gives each playing piece a special power that alters gameplay in some way. For example the "mold" pieces have the power to "regrow" back into play after they "die." It's a good blend of what made the old version fun with new mechanics that keep the game from getting stale.

With all the unique playing pieces, the learning curve demands three or four games before you can even think about tactics. Certain pieces are unbalanced—the 7-strength Medusa can blow up every piece around her, for example. And the collectible aspect is a poor fit for this kind of game. Since all the pieces are described on the cards you get with the game, the boosters really only give you foil stickers and more bases.

The Deal

Stratego Legends is an entertaining revamping of the classic board game, though the customizable aspect seems forced. It should appeal to a whole new generation of gamers.

■ Mike Searle



Calorie Kids CCG

I'd rather eat a bug. A worm even.

Anime continues to stampede through the CCG world, tapping every idea imaginable. Since TV licensed properties have been exhausted, we now have the first "original" anime CCG: *Calorie Kids*. In it the good kids—with names like Pearpaw and Grapevine—fight bad kids, such as Grapewizz and Papayablow, using a variety of hi-tech sounding gadgets like thermoblaster and cloaking devices. The universe will never be the same.

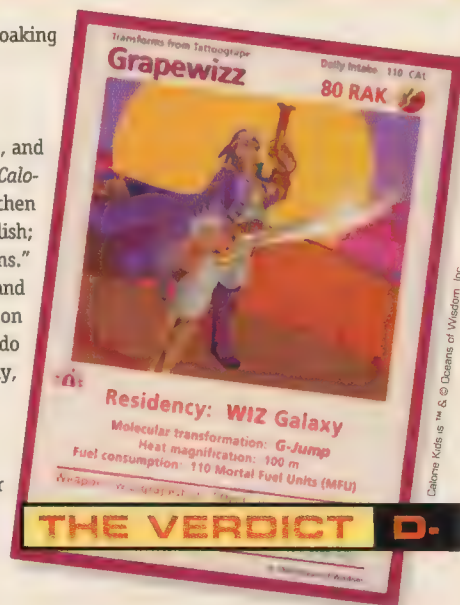
The Good and the Bad

The cards are nice looking. The art is the cleanest I've seen in an anime-type game, and the cardstock is the sturdiest I've ever seen, bordering on plastic. Other than that, *Calorie Kids* papayablow. The rules read like they were translated from ancient Greek—then successively into Arabic, Latin and Cantonese—before being translated back into English; they're incredibly hard to understand for a game that boils down to "high card wins." The rules are mostly concerned with the backstory for the game, which is simplistic and uninteresting in itself. On a high note, the story does explain most of the numbers on the cards—which is great, except most of the writing on the cards has nothing to do with the game and merely serves to confuse. The game tries to take itself seriously, but the players sure can't, not with characters like Melonsquirtle.

The Deal

Calorie Kids is pretty, but if you're looking for anime-based strategy—and I never thought I'd say this to anyone—play *Pokémon*. ■ Scott Free

PUBLISHER: Oceans of Wisdom
CATEGORY: Anime collectible card game
RELEASE: July 2000
FORMAT: 60-card decks; 11-card booster packs
SUGGESTED RETAIL: \$11.99 per introductory set or preconstructed deck; \$3.25 per booster



The Apocalypse Stone

This adventure will end your campaign and destroy your world! Cool!

If you're going to end your campaign, do it with a bang. That's the message of *The Apocalypse Stone*, a high-level AD&D scenario that gives your PCs a finale to die for. In it a crazy wizard tricks them into stealing a powerful artifact, precipitating the apocalypse. The PCs must redeem themselves and save the world. Heavy stuff.

The Good and the Bad

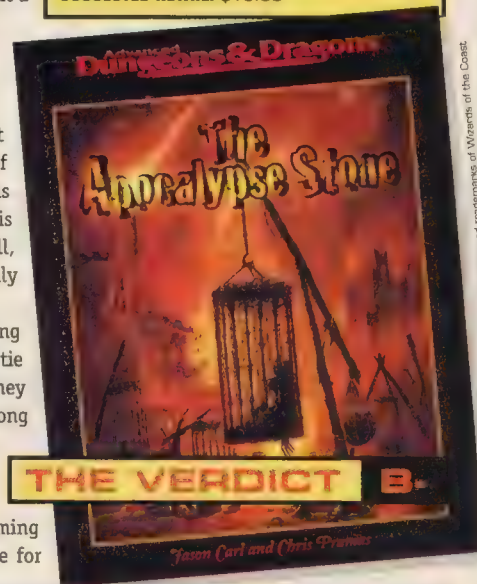
It's an unusual idea and it works well. Too many campaigns just fade away; this last stand will be remembered. There's fighting by the bucketload but also the kind of roleplaying challenges more common in *Pendragon* than AD&D. The slow fall towards the apocalypse is neatly handled, with the world cut off from the other planes. This is bad news for clerics and allows a nice sub-plot: Moloch, a deposed Duke of Hell, was planning an invasion from this very world. He's now stuck too, and he's really pissed at the PCs.

The biggest problem is your players seeing the cover of this adventure and getting tipped off that the apocalypse is coming. So you'll need to read it, memorize it and tie it more tightly into your own campaign. Also, the tests are rather "knightly"—they depend on your players being merciful, prudent and so on, and not rushing headlong into a fight with a rampaging Tarrasque. Tough call.

The Deal

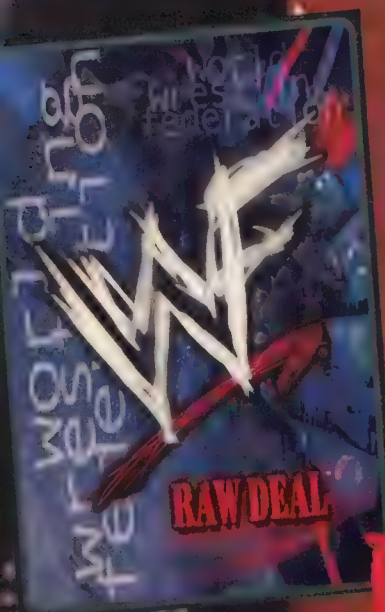
Awkward to run exactly as written, or with the scenario anywhere near your gaming table, but still a strong finale for a flagging campaign. Worth buying to pillage for ideas so you can home-brew your own apocalypse. ■ Dan Joyce

PUBLISHER: Wizards of the Coast
CATEGORY: Fantasy RPG adventure
RELEASE: March 2000
FORMAT: 96-page softcover
SUGGESTED RETAIL: \$16.95



The Imajica CCG.

THINK YOU CAN BEAT ME...WELL DO YA?

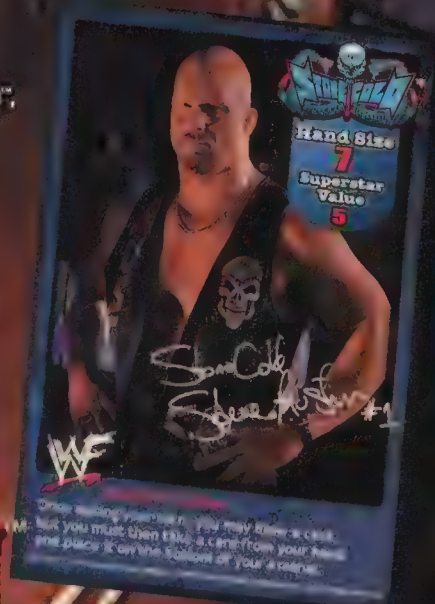


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RAW DEAL

collectible card game

COMIC
IMAGES

Acquire

It looks dull, but one game will have you hooked.

Classic games never really die: *Acquire* came out decades ago and now, with a modest revamping, it has been unleashed again for a new generation to discover. The goal of the game is to buy into fledgling corporations and make a killing on the stock market when they merge—then start more companies and do it again.

PUBLISHER: Avalon Hill/Hasbro

CATEGORY: Boardgame

RELEASE: Winter 1999

COMPONENTS: Plastic board, 108 tiles, stock and reference cards, play money

SUGGESTED RETAIL: \$34.99

The Good and the Bad

Gameplay is fast and simple. Every turn you place a tile on the gameboard. Link two tiles and you've started a corporation. Link two corporations and you've kicked off a megamerger. *Acquire* deftly mixes luck and strategy—empires may rise and fall on the chance draw of a key tile, but it's the careful acquisition of stock which wins the day. Do you want to pick a winner early and buy into it while it's cheap, or make quick killings by making and breaking smaller companies? Either route can put you on top, and every turn you're faced with key decisions.

Acquire's major downside is that it looks complicated and dull—heck it's about stock manipulation, how fun could it be? The answer is lots. After just one game, the entire *IQ* staff was hooked. The only dull aspect is that in the early game, if corporations don't merge everyone runs out of money and can't do much.

The Deal

Creating a riveting game around buying stocks and merging corporations couldn't have been easy, but *Acquire* succeeds brilliantly. Don't judge it by its cover. It's been in print for over 30 years for good reason. Buy it. ■ Paul Sudlow



Castle

Makes a good knight of gaming.

A fortress is under siege. Dragons and catapults are pounding at the walls, ghosts and witches inhabit the towers, and thieves, spies and royalty cower in the courtyard. Your job is to make sure all your characters join the fray.

The Good and the Bad

Easy to learn, the objective of *Castle* is to empty your hand of character cards before all the available spaces are filled; the rub comes when the cards come into play, as each one triggers some special effect—usually calling cards back to players' hands or rearranging the play area. Timing is key and this gives the game a good strategy feel without making it too tasking for novice gamers. Cards are full color and nicely illustrated. It's one of the rare non-collectible card games that's worth its asking price.

My main gripe is that some power cards like the Dragon, which allows a player to manipulate the board twice, and the Merchant, which gives someone an extra turn are game winners, and once someone has them, there are few ways to counter their effects.

The Deal

Castle is a fun game with enough strategy and chance to give both apprentice and master gamers a good knight of gaming. Just remember to book your rooms early. ■ Brent Fishbaugh

PUBLISHER: Eurogames/Descartes Editeur

CATEGORY: Non-collectible card game

RELEASE: July 2000

COMPONENTS: 56 character cards, 4 castle walls, 115 tokens, rules

SUGGESTED RETAIL: \$16.95



When Last Unicorn's *Heresy* CCG came out, they decided to be different, heretical, even. The cards were twice as long as standard playing cards, annoying to shuffle and impossible to store.

LOOKING FOR **POKÉMON** CARDS?
COME TO THE EXPERTS.



THE LARGEST SELECTION OF POKEMON, DIGIMON, DRAGONBALL Z,
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CardSTOCK

Bannings and Birthdays by Edward Fear

Yawgmoth's Will was the key card at U.S. Nationals, but as pro players ready themselves for the world championships this month, it's Rishadan Port and Gaea's Cradle commanding most of the market attention. These two powerhouses fit into a wide variety of deck types and with Trinity Green stomping onto the tourney scene—see Killer Decks on page 68—every competitive player wants at least four of them.

SETTING A STANDARD

In the wake of *Prophecy*, Type II is a more open format than it has been for a long time. Vampiric Tutor (\$7) may currently be the best card in Standard, as showcased by its role in Jon Finkel's victory at U.S. Nationals. Masticore (\$15)—as it has been for months—continues to be a savage card, clearing a path to victory for almost any deck. Combo decks based on Saproling Burst (\$8) and Pattern Of Rebirth (\$4) have new interest, while Rootwater Thief (\$8.50) leads the charge in the latest incarnation of the merfolk "fish" deck. Both Vitalizing (\$4.50) and Searing Winds (\$5) have been shown to be viable when fueled by the mana acceleration of various elves, Gaea's Cradle (\$13) or Rofellos, Llanowar Emissary (\$4.50). Though banned in *Masques* Block Constructed (MBC), both Lin Sivvi (\$8) and Rishadan Port (\$16) remain highly sought for use in Type II.



FANGS FOR THE MEMORIES Since the birth of *Magic*—seven years ago this month—deck searchers like the *Demonic* and *Vampiric Tutors* have been tourney staples.

NEW KIDS ON THE BLOCK

Mercadian Masques Block Constructed is a format which permits only cards from *Mercadian Masques*, *Nemesis* and *Prophecy*. New power cards previously left behind in the wake of Sivvi and the Port are filling the void. Stompy/Sligh decks of several colors have begun to see play, most utilizing Tangle Wire (\$6) to disrupt an opponent's game plan long enough for a weenie swarm win. Rising Waters (\$3) decks will undoubtedly have a presence in the newly leveled playing field, as will reconstructed rebel decks—even without Lin Sivvi. Ascendant Evincar (\$7) will have a newfound impact with its devastating effect on non-black creature decks. Parallax Wave (\$5) is seeing play in both rebel and control decks as the format's premiere creature control.

OLDIES BUT GOODIES

Besides the World Championships, this August brings the seventh anniversary of *Magic's* debut. Cards from the *Alpha* and the *Beta* edition are some of the most collectible and attractive *Magic* cards ever produced. Almost everyone has heard of the "Power Nine": Black Lotus, Timetwister, Ancestral Recall, Time Walk and the five original Moxes. But also sought after—and way less expensive—are cards from these original editions that are still tournament playable today. The most sought commons from *Magic's* golden age are Disenchant, Terror and Giant Growth. Counterspells from the *Limited* edition are also very desired, at least for an uncommon. But Type II rares from *Alpha* and *Beta* are a find indeed for the discriminating and nostalgic player. A good condition black-bordered *Armageddon*, *Wrath Of God*, *Earthquake* or *Birds Of Paradise* is scarcely found outside large conventions, and as older players fondly remember their youth, new jobs have given them the cash to go looking for these yet-playable childhood treasures.

WHAT'S HOT

TOP 10 CCGs

1. *Pokémon*
2. *Magic: The Gathering*
3. *Star Wars CCG*
4. *Legend of the Five Rings*
5. *Young Jedi CCG*
6. *7th Sea*
7. *Wheel of Time CCG*
8. *Deadlands: Doomtown*
9. *Dragon Ball Z CCG*
10. *Star Trek CCG*

BIGGEST MOVER

DRAGON BALL Z CCG

Based on one of the hottest anime shows on TV, the *Dragon Ball Z CCG* was released in mid-June to an eager fanbase hungry for all things Goku. Already two more expansions are planned before year's end.



in other NEWS...

WATCH YOUR MEOWTH!

Several singles continue to sell well from *Team Rocket*, the most recent expansion translated into English. The Dark Gyrados promo card (\$15) is a favorite; when it is knocked out, it takes another pokémon with it. The Dark Raichu (\$30)—which exists only as a holofoil and only in English—is popular due to both its rarity and its relation to everyone's favorite electric mouse: Pikachu. Of course, the *Rocket* versions of Charizard (\$39) and Blastoise (\$24) sell very well, as their counterparts always do. However, the most wanted card in the set may be Dark Vileplume (\$15). Its devastating pokémon power prevents trainer cards from being played. But the biggest *Pokémon* news is that players and collectors won't have long to wait for more new cards; the *Pokémon: Gym Heroes*, containing cards from the Japanese *Gym Leaders* sets, should be available by summer's end.

THE SECOND COMING

That's no moon. Just over the horizon from Decipher games is the long-awaited *Death Star II*, based on the conclusion of "Return of the Jedi." The most notable—and sure to be highly desired—cards are the two ultra-rares: Luke Skywalker, Jedi Knight and Emperor Palpatine. Besides being immune to attrition, the Emperor can use the new Force Lightning card. And with just his lightsaber, Luke has a power of 8. Perhaps the greatest thing about these two is that they have a card destiny of 6!

Not to be outdone, Lord Vader is the purported last and most powerful incarnation of Darth. Home One is the first really big LS ship; it has power 9 and can get even bigger. General Calrissian is the first decent version of Lando, giving bonuses to the new *Millennium Falcon*, which gets bonuses from Nien Numb as well, allowing you to use Han, Chewie and Leia on the ground. Wedge Antilles reappears with his own new, more powerful X-Wing. The new lightsabers for Luke and Vader will sell like hotcakes, as will the new version of Vader's flagship, the *Executor*. Space decks will also get a boost from three new rare LS capital ships and five DS ones. Combine all this with the set's new objectives and over 180 new cards and you get a solid conclusion to everyone's favorite movie trilogy.

Ed Fear tried to do the Parallax Wave at the last Mets game, but he was the only one who stood up.

TOP10CARDS

1 RISHADAN PORT



Despite its recent banning in Mercadian Block Constructed, the Port's power is undiminished. With its ability to lock down an opponent and keep him from the mana he needs, this card has become a threat for which every tournament player must plan. The Port's power has even increased a notch with the advent of *Prophecy's* rhythic magic, which requires extra mana be spent on the part of an opponent in order to cancel potentially lethal effects—mana the Port can easily make unavailable.

2 MASTICORE



3 GAEA'S CRADLE



4 AVATAR OF WOE



5 TANGLE WINE



6 MORPHING



7 DISTORTED TRUTH



8 PARALLAX WAVE



9 VAMPIRIC TUNER



10 TREACHERY



INQUESTgamer Price Guide

MAGIC The Gathering®

ALPHA LIMITED

WIZARDS OF THE COAST-1993

Cards have black borders.

Alpha cards have rounder corners

when compared to Beta cards.

Full Set (300 cards)	\$3,500.00
Starter Deck (80 cards)	225.00
Starter Box (10 decks)	2,000.00
Booster Pack (15 cards)	110.00
Booster Box (36 packs)	3,200.00

All unlisted cards are 80% of Beta value.
Unlisted Alpha errors are worth 125% of Beta value.

Black Lotus	ART R 400.00
Chaos Orb	ART R 80.00
Force of Nature	SC R 20.00
Forcefield	ART R 85.00
Gaea's Liege	SC R 12.00
Gauntlet of Might	ART R 100.00
Jade Monolith	ART R 8.00
Living Wall	AC U 3.00
Lord of Atlantis	SC R 16.00
Mana Short	INS R 10.00
Max Emerald	ART R 165.00
Max Jet	ART R 165.00
Max Pearl	ART R 165.00
Max Ruby	ART R 165.00
Max Sapphire	ART R 165.00
Orcish Artillery	SC U 4.00
Orcish Driftnamer	EN U 12.00
Roc of Kher Ridges	SC R 12.00
Rook Hydra	SC R 15.00
Sedge Troll	SC R 12.50

BETA LIMITED

WIZARDS OF THE COAST-1993

Beta cards are black-bordered.

Full Set (302 cards)	4,000.00
Starter Deck (80 cards)	290.00
Starter Box (10 decks)	2,500.00
Booster Pack (15 cards)	130.00
Booster Box (36 packs)	3,200.00
Unlisted Commons	.75

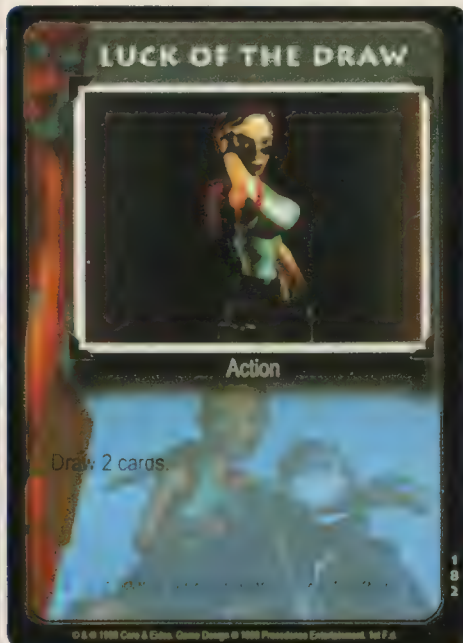
Air Elemental	SC U 3.00
Ancestral Recall	INS R 200.00
Animate Artifact	EA U 2.00
Animate Dead	EN U 2.50
Animate Wall	EC R 5.50
Ankh of Mishra	ART R 9.00
Armageddon	SOR R 30.00
Aspect of Wolf	EC R 8.00
Bad Moon	EN R 18.00
Badlands	LAN R 50.00
Balance	SOR R 31.00
Basalt Monolith	ART U 4.00
Bayou	LAN R 50.00
Berserk	INS U 40.00
Birds of Paradise	SC R 55.00
Black Knight	SC U 7.00
Black Lotus	ART R 425.00
Black Vise	ART U 9.00
Blaze of Glory	EC U 2.00
Blaze of Glory	INS R 38.00
Blessing	EC R 10.00
Blue Ward	EC U 2.00
Boog Wraith	SC U 1.00
Brainrigger	SOR R 25.00
Burrowing	EC U 2.00
Camoform	INS U 9.00
Castle	EN U 2.00
Celestial Prism	ART U 2.00
Channel	SOR U 2.50
Chaos Orb	ART R 65.00
Chaosclash	INT R 5.00
Clockwork Beast	AC R 6.00
Clone	SC U 8.00
Cockatrice	SC R 10.00
Consecrate Land	EL U 10.00
Conservator	ART U 2.00
Contract from Below	SOR R 8.00
Control Magic	EC R 6.00
Conversion	EN U 2.00
Copper Tablet	ART U 7.00
Copy Artifact	EN R 15.00
Counterspell	INT U 14.00
Crusade	EN R 18.00
Crystal Rod	ART U 2.00
Cursed Land	EL U 2.00
Cyclopean Tomb	ART R 50.00
Dark Ritual	INS C 4.00

Dark Pact	SOR R 8.00
Deathgrip	EN U 2.00
Deathlance	INT R 8.00
Demonic Attorney	SOR R 7.00
Demonic Hordes	SC R 20.00
Demonic Tutor	SOR U 15.00
Dingus Egg	ART R 7.00
Disenchant	INS C 8.00
Disintegrate	SOR C 9.00
Disrupting Scepter	ART R 12.00
Drain Life	SOR C 2.50
Dragon Whelp	SC U 8.00
Drain Power	SOR R 8.00
Dwarven Demolition Team	SC U 7.50
Earth Elemental	SC U 2.00
Earthbind	EC C 1.00
Earthquake	SOR R 15.00
Elvish Archers	SC R 10.00
Evil Presence	EL U 2.00
False Orders	INS C 4.00
Farmstead	EL R 8.00
Flareline	EN R 15.00
Feedback	EE U 2.00
Fire Elemental	SC U 2.00
Fireball	SOR C 8.00
Flashfires	SOR U 2.00
Force of Nature	SC R 24.00
Forcefield	ART R 100.00
Fork	INT R 20.00
Fungusaur	SC R 10.00
Gaea's Liege	SC R 10.00
Gauntlet of Might	ART R 100.00
Giant Growth	INS C 3.00
Glasses of Urza	ART U 2.00
Gloom	EN U 2.00
Goblin Balloon Brigade	SC U 3.00
Goblin King	SC R 12.00
Goblin Gargoyles	SC R 12.00
Green Ward	EC U 2.00
Guardian Angel	INS C 7.00
Helm of Chutzak	ART R 6.50
Hive, The	ART R 25.00
Howling Mine	ART U 3.00
Humane	SOR U 3.00
Hypnotic Specter	SC U 12.00
Ice Storm	SOR U 24.00
Icy Manipulator	ART U 40.00
Illusory Mask	ART R 3.00
Instill Energy	EC U 2.00
Invisiblity	EC C 3.50
Iron Star	ART U 2.00
Island Sanctuary	EN R 5.50
Ivory Cup	ART U 2.50
Jade Monolith	ART R 7.50
Jade Statue	ART U 12.00
Jayemdae Tome	ART R 20.00
Juggernaut	AC U 8.00
Karma	EN U 3.00
Keldon Warrior	ART R 7.00
Kormus Bell	ART R 5.00
Kudzu	EL R 5.00
Lance	EC U 3.00
Ley Druid	SC U 2.00
Library of Leng	ART U 3.00
Lich	EN U 45.00
Lifeforce	EN U 4.00
Lifelapse	INT R 4.00
Lifelap	EN U 2.00
Lightning Bolt	INS C 8.00
Living Artifact	EA R 7.00
Living Lands	EN R 5.00
Living Wall	AC U 3.00
Llanowar Elves	SC C 2.00
Lord of Atlantis	SC R 15.00
Lord of the Pit	SC R 22.00
Lure	EC U 2.00
Magical Hack	INT R 7.00
Mahamoti Djinn	SC R 20.00
Manabazoo	EN R 6.00
Mana Flare	EN R 12.00
Mana Short	INS R 10.00
Mana Vault	ART R 13.00
Manekitten	SOR R 7.50
Mind Twist	SOR R 5.00
Max Emerald	ART R 200.00
Max Jet	ART R 200.00
Max Pearl	ART R 190.00
Max Ruby	ART R 190.00
Max Sapphire	ART R 220.00
Natural Selection	INS R 20.00
Nether Shadow	SC R 7.00
Nettling Imp	SC U 4.00
Nevyn's Disk	ART R 55.00
Nightmare	SC R 16.00
Northern Paladin	SC R 10.00

Obsidian Golem	AC U 2.00
Orcish Artillery	SC U 2.00
Orcish Driftnamer	EN U 2.00
Paralyze	EC C 1.00
Personal Incarnation	SC R 8.00
Pestilence	EN C 1.00
Phantasmal Forces	SC U 2.00
Phantom Monster	SC U 2.50
Pirate Ship	SC R 6.00
Plateau	LAN R 50.00
Power Sink	INT C 1.00
Power Surge	EN R 6.00
Prodigious Sorcerer	SC C 1.50
Psionic Blast	INS U 25.00
Purelake	INT R 5.50
Raise Dead	SOR C 1.00
Raging River	EN R 29.00
Red Elemental Blast	INT C 1.00
Red Ward	EC U 2.00

Siren's Call	INS U 3.00
Slight of Mind	INT R 7.50
Smoke	EN R 7.50
Sol Ring	ART U 16.00
Soul Net	ART U 2.00
Spell Blast	INT C 1.00
Steal Artifact	EA U 8.00
Stone Giant	SC U 1.50
Stone Rain	SOR C 1.00
Sunglasses of Urza	ART R 6.00
Swords to Plowshares	INS U 15.00
Taiga	LAN R 50.00
Terror	INS C 2.00
Thicket Basilisk	SC U 2.00
Thoughtknot	INT R 5.00
Throne of Bones	ART U 2.00
Timber Wolves	SC R 5.00
Time Vault	ART R 15.00

Wall of Stone	SC U 2.00
Wall of Swords	SC U 2.00
Wall of Water	SC U 2.00
Wanderlust	EC U 2.00
Warp Artifact	EA R 6.00
Water Elemental	SC U 2.00
Web	EC R 7.00
Wheel of Fortune	SOR R 30.00
White Knight	SC U 8.00
White Ward	EC U 2.00
Will-O-The-Wisp	SC R 15.00
Winter Orb	ART R 25.00
Wooden Sphere	ART U 2.00
Word of Command	INS R 42.00
Wrath of God	SOR R 45.00
Zombie Master	SC R 10.00



DOUBLE TAKES

BIGGEST GUNS
Welcome to the biggest and best "Double Takes" ever! It's not hard to see why those big guns make Lara Croft the best she is at what she does. However, the staff has always wondered what size rounds they take. Forty-five caliber double Ds maybe? Anyway, this month's issue is filled with the biggest and best gamedom has to offer, so read on...

Regrowth	SOR U 11.00
Resurrection	SOR U 3.00
Reverse Damage	INS R 10.00
Righteousness	INS R 10.00
Roc of Kher Ridges	SC R 10.00
Rock Hydra	SC R 10.00
Rot of Ruin	ART U 3.00
Royal Assassin	ART R 25.00
Sacrifice	INT U 2.00
Savannah	LAN R 50.00
Savannah Lions	SC R 17.00
Scavenging Ghoul	SC U 2.00
Sorubland	LAN R 50.00
Sedge Troll	SC R 15.00
Sengir Vampire	SC U 14.00
Serra Angel	SC U 25.00
Shatter	INS C 1.00
Shivan Dragon	SC R 60.00
Simulacrum	INS U 2.50
Sliphule	SOR C 13.00

Time Walk	SOR R 225.00
Timetwister	SOR R 165.00
Tropical Island	LAN R 55.00
Tsunami	SOR U 2.00
Tundra	LAN R 50.00
Tunnel	SOR U 2.00
Two-Headed Giant of Forays	SC R 42.00
Underground Sea	LAN R 50.00
Uthden Troll	SC U 2.25
Verduran Enchantress	SC R 8.00
Vesuvan Doppelganger	SC R 26.00
Veteran Bodyguard	SC R 12.00
Volcanic Eruption	SOR R 8.00
Volcanic Island	LAN R 50.00
Wall of Air	SC U 2.00
Wall of Bone	SC U 2.00
Wall of Brambles	SC U 2.00
Wall of Fire	SC U 2.00
Wall of Ice	SC U 2.00

Deathlance	INT R 2.50
Demonic Attorney	SOR R 4.00
Demonic Hordes	SC R 10.00
Demonic Tutor	SOR U 6.00
Dingus Egg	ART R 4.00
Disrupting Scepter	ART R 4.00
Dragon Whelp	SC U 2.00
Drain Power	SOR R 4.00
Dwarven Demolition Team	SC U 5.00
Earth Elemental	SC U 1.00
Earthbind	EC C 5.00
Earthquake	SOR R 5.00
Elvish Archers	SC R 4.50
Evil Presence	EL U 1.00
False Orders	INS C 1.50
Farmstead	EL R 4.00
Fastbond	EN R 5.00
Feedback	EE U 1.00
Fire Elemental	SC U 1.00
Flashfires	SOR U 1.00

MAGIC DATA

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
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ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Rarity	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

PRIMEVAL	WENT UP	WENT DOWN	HEAVY TRADING	NEW SET
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Force of Nature	SC	R	7.50
Forcefield	ART	R	80.00
Fork	INT	R	18.00
Fungusaur	SC	R	5.00
Gaea's Liege	SC	R	6.00
Gauntlet of Might	ART	R	80.00
Glasses of Urza	ART	U	1.00
Gloom	EN	U	1.00
Goblin Balloon Brigade	SC	U	1.00
Goblin King	SC	R	7.00
Granite Gargoyle	SC	R	8.00
Grave Ward	EC	U	1.00
Guardian Angel	INS	C	5.00
Helm of Chaztuk	ART	R	4.00
Hive	ART	R	5.00
Howling Mine	ART	R	8.00
Hurricane	SOR	U	1.00
Hypnotic Specter	SC	U	3.00
Ice Storm	SOR	U	18.00
Icy Manipulator	ART	U	25.00
Illusionary Mask	ART	R	25.00
Instill Energy	EC	U	1.00
Invincibility	EC	C	2.00
Iron Star	ART	U	1.00
Island Sanctuary	EN	R	4.00
Ivory Cup	ART	U	1.00
Jade Monolith	ART	R	3.00
Jade Statue	ART	U	15.00
Jayemdae Tome	ART	R	5.00
Juggernaut	AC	U	4.00
Karma	EN	U	1.00
Keldon Warlord	SC	U	1.00
Kormus Bell	ART	R	4.00
Kudzu	EL	R	4.00
Lance	EC	U	1.00
Ley Druid	SC	U	1.00
Library of Leng	ART	U	1.00
Lich	EN	R	34.00
Lifelace	EN	U	1.00
Lifetap	EN	U	1.00
Lightning Bolt	INS	C	1.50
Living Artifact	EA	R	3.50
Living Lands	EN	R	3.00
Living Wall	AC	U	2.00
Lord of Atlantis	SC	R	6.00
Lord of the Pit	SC	R	8.00
Lure	EC	U	1.00
Magical Hack	INT	R	5.00
Mahamudi Djinn	SC	R	8.00
Mana Flare	EN	R	6.00
Mana Short	INS	R	5.00
Mana Vault	ART	R	5.00
Manabombs	EN	R	3.50
Meekstone	ART	R	5.00
Mind Twist	SOR	U	5.00
Moat Emerald	ART	R	150.00
Moat Jet	ART	R	150.00
Moat Pearl	ART	R	150.00
Moat Ruby	ART	R	150.00
Moat Sapphire	ART	R	150.00
Natural Selection	INS	R	20.00
Nether Shadow	SC	R	4.50
Nettling Imp	SC	U	1.00
Nevinyrral's Disk	ART	R	9.00
Nightmare	SC	R	8.00
Northern Paladin	SC	R	6.00
Obsidian Golem	AC	U	1.00
Orchid Artillery	SC	U	1.00
Orchid Driftplane	EN	U	1.00
Personal Incarnation	SC	U	1.00
Phantasmal Forces	SC	U	1.00
Phantom Monster	SC	U	1.00
Pirate Ship	SC	R	4.00
Plateau	LAN	R	15.00
Power Surge	EN	R	3.50
Psionic Blast	INS	U	18.00
Purelance	INT	R	3.00
Raging River	EN	U	26.00
Red Ward	EC	U	1.00
Regrowth	SOR	U	1.50
Resurrection	SOR	U	3.50
Reverse Damage	INS	R	5.50
Righteousness	INS	R	4.50
Roc of Kher Ridges	SC	R	5.50
Rock Hydra	SC	R	10.00
Rod of Ruin	ART	U	1.00
Royal Assassin	SC	R	12.00
Sacrifice	INT	U	1.50
Savannah	LAN	R	15.00
Savannah Lions	SC	R	5.00
Scavenging Ghoul	SC	U	1.00
Scrubland	LAN	R	15.00
Sedge Troll	SC	R	6.50
Senjir Vampire	SC	U	4.00
Serra Angel	ART	U	6.50
Shivan Dragon	SC	R	15.00
Simulacrum	INS	U	1.00
Sinkhole	SOR	C	9.00
Siren's Call	INS	U	1.00
Sleight of Mind	INT	R	4.50
Smoke	EN	R	4.00
Sol Ring	ART	U	5.00
Soul Net	ART	U	1.00
Stasis	EN	R	5.00
Steel Artifact	EA	U	1.00
Stone Giant	SC	U	1.00
Sunglasses of Urza	ART	R	4.00
Swords to Plowshares	INS	U	2.00
Taiga	LAN	R	15.00
Thicket Basilisk	SC	U	1.50
Thoughtlance	INT	R	3.00

REVISED EDITION WIZARDS OF THE COAST-1994

Cards are white-bordered and nearly identical to Unlimited cards. Unlimited cards are worth 80% of Unlimited price. Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull colors. Cards also had a much lower print run and are more highly sought by collectors.

Full Set (305 cards)	\$275.00
Starter Deck (60 cards)	30.00
Starter Box (10 decks)	275.00
Booster Pack (15 cards)	10.00
Booster Box (36 packs)	300.00

Aladdin's Lamp	ART	R	2.50
Aladdin's Ring	ART	R	2.00
Armageddon Clock	ART	R	2.00
Atog	SC	C	25
Badlands	LAN	R	14.00
Basalt Monolith	ART	U	75
Bayou	LAN	R	14.00
Birds of Paradise	SC	R	7.50
Bottle of Suleiman	ART	R	2.00
Brangeyser	SOR	R	6.00
Brass Man	AC	U	50
Clone	SC	U	4.50
Contract From Below	SC	U	3.00
Crumble	INS	U	50
Dancing Scimitar	AC	R	3.00
Demonic Attorney	SOR	R	3.50
Demonic Hordes	SC	R	8.00
Demonic Tutor	SOR	U	4.50
Desert Twister	SOR	U	1.00
Dragon Engine	AC	R	2.50
Dwarven Weaponsmith	SC	U	50
Ebony Horse	ART	R	1.00
El-Hajjaj	SC	R	3.00
Energy Flux	EN	U	50
Erg Raiders	SC	C	25
Eye for an Eye	INS	R	3.00
Flying Carpet	ART	R	2.50
Hurly's Recall	INS	R	2.50
Island Fish Jasconius	SC	R	2.00
Ivory Tower	ART	R	5.00
Jandor's Ring	ART	R	2.50
Jandor's Saddlebags	ART	R	2.00
Kird Ape	SC	C	50
Magnetic Mountain	EN	R	2.50
Mjau Djinn	SC	R	4.00
Millstone	ART	R	4.50
Mishra's War Machine	AC	R	2.00
Oniut	AC	R	2.00
Ornithopter	AC	U	50
Plateau	LAN	R	14.00
Primal Clay	AC	R	2.00
Rack, The	ART	U	75
Reconstruction	SOR	C	25
Reverse Polarity	INS	C	25
Rocket Launcher	ART	R	3.00
Savannah	LAN	R	14.00
Scrubland	LAN	R	14.00
Serendip Efreit	SC	R	6.00
Shatterstorm	SOR	U	1.00
Sol Ring	ART	U	3.50
Sorceress Queen	SC	R	4.00
Taiga	LAN	R	14.00
Titania's Song	EN	R	3.00

Tropical Island	LAN	R	14.00
Tundra	LAN	R	13.00
Underground Sea	LAN	R	14.00
Unstable Mutation	EC	C	25
Volcanic Island	LAN	R	14.00

FOURTH EDITION WIZARDS OF THE COAST-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$200.00
Starter Deck (60 cards)	10.00
Starter Box (10 decks)	95.00
Booster Pack (15 cards)	3.25
Booster Box (36 packs)	95.00
Commons	10
Unlisted Uncommons	50

Air Elemental	SC	U	1.00
Aladdin's Lamp	ART	R	2.50
Aladdin's Ring	ART	R	3.00
Angry Mob	SC	U	50
Animate Dead	EN	U	50
Animate Wall	EC	R	2.00
Ankh of Mishra	ART	R	2.50
Armageddon	SOR	R	6.50
Armageddon Clock	ART	R	2.50
Ashe to Ashe	SOR	U	50
Aspect of Wolf	EC	R	2.50
Bad Moon	EN	R	5.00
Balance	EN	U	4.00
Ball Lightning	SC	R	8.00
Birds of Paradise	SC	R	6.00
Black Mana Battery	ART	R	2.50
Blessing	EC	R	3.50
Blue Mana Battery	ART	R	2.50
Bottle of Suleiman	ART	R	2.50

Cosmic Horror	SC	R	3.00
Crimson Mantle	SC	R	3.00
Crusade	EN	U	5.00
Cursed Land	EL	U	50
Dancing Scimitar	AC	R	2.00
Deathlance	INT	R	1.50
Dingus Egg	ART	R	3.00
Disrupting Scepter	ART	R	2.50
Divine Transformation	EC	U	1.00
Dragon Engine	AC	R	2.50
Dragon Whelp	SC	U	1.00
Drain Power	SOR	R	3.00
Earthquake	SOR	R	4.00
Ebony Horse	ART	R	2.00
El-Hajjaj	SC	R	2.50
Elder Land Wurm	SC	R	2.50
Elvish Archers	SC	R	2.50
Eye for an Eye	INS	R	2.50
Fellwar Stone	ART	U	1.00
Flying Carpet	ART	R	2.00
Force of Nature	SC	R	6.00
Fungusaur	SC	R	3.00
Gaea's Liege	SC	R	4.00
Goblin King	SC	R	4.00
Greed	EN	R	2.50
Green Mana Battery	ART	R	2.50
Helm of Chaztuk	ART	R	2.00
Hive, The	ART	R	2.50
Howling Mine	ART	R	5.00
Hurly's Recall	INS	R	2.00
Hurt Jackal	SC	R	2.00
Hypnotic Specter	SC	U	2.00
Inferno	INS	R	3.00
Instill Energy	EC	U	50
Island Fish Jasconius	SC	R	2.50
Island Sanctuary	EN	R	2.50
Ivory Tower	ART	R	4.00
Jade Monolith	ART	R	2.00
Jandor's Saddlebags	ART	R	2.00

Lord of the Pit	SC	R	5.00
Magical Hack	INT	R	3.00
Magnetic Mountain	EN	R	2.00
Mahamudi Djinn	SC	R	5.00
Mana Clash	SOR	R	3.00
Mana Flare	EN	R	5.00
Mana Short	INS	R	2.50
Mana Vault	ART	R	3.00
Manabombs	EN	R	3.50
Meekstone	ART	R	2.50
Millstone	ART	R	4.00
Mind Twist	SOR	R	2.50
Mishra's Factory	LAN	U	2.00
Mishra's War Machine	AC	R	2.00
Nether Shadow	SC	R	3.00
Nevinyrral's Disk	ART	R	5.50
Nightmare	SC	R	5.50
Northern Paladin	SC	R	4.00
Oniut	AC	R	2.00
Personal Incarnation	SC	R	3.50
Pirate Ship	SC	R	3.50
Power Surge	EN	R	2.50
Primal Clay	AC	R	2.00
Psionic Entity	SC	R	2.00
Purelance	INT	R	1.50
Rack, The	ART	U	1.00
Radjan Spirit	SC	U	50
Rag Man	SC	R	2.00
Rebirth	SOR	R	2.00
Red Mana Battery	ART	R	2.50
Reic Bind	EA	U	1.50
Reverse Damage	INS	R	2.50
Righteousness	INS	R	4.00
Royal Assassin	SC	R	10.00
Savannah Lions	SC	R	4.00
Senjir Vampire	SC	U	3.00
Serra Angel	SC	U	5.50
Shapheshter	AC	U	1.00
Shivan Dragon	SC	R	11.00
Simulacrum	INS	U	50
Siren's Call	INS	U	50
Sleight of Mind	INT	R	2.00
Smoke	EN	R	2.50
Sorceress Queen	SC	R	3.50
Stasis	EN	U	1.50
Strip Mine	LAN	U	1.00
Sunglasses of Urza	ART	R	2.50
Swords to Plowshares	INS	U	1.00
Syhan Library	EN	R	4.00
Tempest Efreit	SC	R	2.00
Tetrevus	AC	R	3.00
Thoughtlance	INT	R	2.00
Timber Wolves	SC	R	2.50
Time Elemental	SC	R	4.00
Titania's Song	EN	R	2.00
Triskelion	AC	R	3.00
Urza's Avenger	AC	R	3.00
Uthuden Troll	SC	U	1.00
Verduran Enchantress	SC	R	3.00
Volcanic Eruption	SOR	R	2.00
Wanderlust	EC	U	50
Warp Artifact	EA	R	2.00
Web	EC	R	2.50
White Mana Battery	ART	R	2.50
Whirling Dervish	SC	U	1.00
Will-O'-The-Wisp	SC	R	4.00
Winds of Change	SOR	R	3.00
Winter Blast	SOR	U	75
Winter Orb	ART	R	4.00
Wrath of God	SOR	R	6.50
Xenic Poltergeist	SC	R	2.00
Zombie Master	SC	R	3.00



DOUBLE TAKES

BEST PLASTIC SURGERY
Before Jabba's scene returned to "Star Wars: A New Hope," Mr. Lucas did a little tinkering with the Hutt crimelord. When the original scene was shot back in the 70s, Jabba was a short, dumpy-looking old guy in a brown vest. That scene got cut, but when they released the "Special Edition" in 1997, they digitally remade Jabba into what he looked like in "Return of the Jedi"—if somewhat skinnier.

Brass Man	AC	U	50
Bronze Tablet	ART	R	2.50
Carriion Ants	SC	U	1.00
Chaoscape	INT	R	2.00
Circle of Protection: Artifact	EN	U	1.00
Clockwork Avian	AC	R	3.00
Clockwork Beast	AC	R	3.00
Cockatrice	SC	R	3.00
Colossus of Sardia	AC	U	4.50
Control Magic	EC	U	1.00
Coral Helm	ART	R	2.50
Jayemdae Tome	ART	R	3.00
Junun Efreit	SC	U	50
Keldon Warlord	SC	U	1.50
Killer Bees	SC	U	1.00
Kismet	EN	U	1.00
Kormus Bell	ART	R	2.00
Land Tax	EN	R	4.00
Levathan	SC	R	4.00
Lifelace	INT	R	1.50
Living Artifact	EA	R	2.00
Living Lands	EN	R	2.00
Lord of Atlantis	SC	R	4.00

FIFTH EDITION WIZARDS OF THE COAST-1997

Full Set (449 cards)	\$195.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	85.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Commons	10
Unlisted Uncommons	25

Abyssal Specter	SC	U
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MAGIC The Gathering®

Price Guide

Caribou Range	EL	R	2.50	Millstone	ART	R	4.00
Carion Ants	SC	U	1.00	Mind Warp	SOR	U	.50
CoP Artifacts	EN	U	1.00	Necropotence	EN	R	5.50
City of Brass	LAN	R	7.00	Nether Shadow	SC	R	3.00
Clockwork Beast	AC	R	3.00	Nevinyrral's Disk	ART	R	5.00
Cockatrice	SC	R	3.00	Nightmare	SC	R	6.00
Coral Helm	ART	R	4.50	Obelisk of Undoing	ART	R	2.50
Conquer	EL	U	1.00	Orchid Driflamme	EN	U	.50
Crown of the Ages	ART	R	2.00	Orchid Squatters	SC	R	3.00
Crow Giant	SC	U	1.50	Order of the Sacred Torch	SC	R	3.00
Crimson Mantle	SC	R	2.00	Order of the White Shield	SC	U	1.00
Crossed	EN	R	3.00	Orgo	SC	R	2.50
Dance of Many	EN	R	2.50	Pentagram of the Ages	ART	R	3.00
Dancing Scimitar	AC	R	2.00	Personal Incarnation	SC	R	3.00
Deathrite	EN	U	.75	Pirate Ship	SC	R	2.50
Deflection	INT	R	6.00	Pox	SOR	R	1.50
Dereler	SC	R	2.50	Primal Clay	AC	R	2.00
Desert Twister	SOR	U	.75	Primal Order	EN	R	3.00
Dingus Egg	ART	R	2.50	Pyroblast	INT	U	.75
Disrupting Scepter	ART	R	2.50	Pyrotechnics	SOR	U	.50
Divine Transformation	EC	U	.75	Rabid Wombat	SC	U	1.00
Dragon Engine	AC	R	2.00	Rag Man	SC	R	2.00
Drain Power	SOR	R	2.00	Recall	SOR	R	2.00
Dwarven Hold	LAN	R	2.50	Reverse Damage	INS	R	3.50
Earthquake	SOR	R	4.00	Righteousness	INS	R	3.00
Elder Druid	SC	R	3.00	Ruins of Trokair	LAN	U	.50
Elkin Bottle	ART	R	3.00	Sand Silos	LAN	R	2.50
Elven Riders	SC	U	1.00	Sea Spirit	SC	U	.50
Elvish Archers	SC	R	2.50	Sea Sprite	SC	U	.75
Evil Eye of Orms-by-Gore	SC	U	1.00	Seasinger	SC	U	1.00
Eye for an Eye	INS	R	3.00	Sengir Autocrat	SC	R	3.00
Fallen Angel	SC	U	1.00	Seraph	SC	R	4.50
Fallen's Cane	ART	U	1.00	Serpent Generator	ART	R	3.00
Fellwar Stone	ART	U	1.00	Serra Paladin	SC	U	.50
Feroz's Ban	ART	R	2.50	Shapeshifter	AC	U	1.00
Fire Drake	SC	U	.75	Shatterstorm	SOR	U	1.00
Flame Spirit	SC	U	.50	Shivan Dragon	SC	R	10.00
Flying Carpet	ART	R	2.00	Sibilant Spirit	SC	R	3.00
Force of Nature	SC	R	5.00	Skull Catalyst	ART	U	.50
Forget	SOR	R	2.00	Sleight of Mind	INT	R	2.50
Fountain of Youth	ART	U	.50	Smoke	EN	R	2.50
Fungusaur	SC	R	3.00	Sorceress Queen	SC	R	3.50
Fyndhorn Elder	SC	U	.75	Spirit Link	EC	U	1.00
Game of Chaos	SOR	R	2.50	Stampede	INS	R	3.00
Gauntlets of Chaos	ART	R	3.00	Stasis	EN	R	4.50
Goblin King	SC	R	4.00	Stromgold Cabal	SC	R	3.00
Goblin Warriors	EN	R	3.00	Sulfurous Springs	LAN	R	3.50
Greater Realm of Pres.	EN	U	1.00	Sylvan Library	EN	R	4.00
Havenwood Battleground	LAN	U	.75	Thicket Basilisk	SC	U	.50
Hecatombe	EN	R	4.50	Time Bomb	ART	R	3.00
Helm of Chazkuz	ART	R	2.00	Time Elemental	SC	R	4.00
Hive, The	ART	R	2.50	Titania's Song	EN	R	2.00
Hollow Trees	LAN	R	2.50	Truce	INS	R	2.00
Howling Mine	ART	R	5.00	Underground River	LAN	R	4.00
Hurkyl's Recall	INS	R	3.00	Urza's Avenger	AC	R	3.00
Hurricane	SOR	U	1.00	Verduran Enchantress	SC	R	3.00
Icatian Phoenix	SC	U	.50	Warp Artifact	EA	R	2.00
Icatian Store	LAN	R	2.50	Whirling Dervish	SC	U	1.00
Icatian Town	SOR	R	2.50	White Knight	SC	U	1.00
Ice Floe	LAN	U	.75	Winds of Change	SOR	R	2.50
Inferno	INS	R	3.00	Winter Blast	SOR	U	.50
Infinite Hourglass	ART	R	2.50	Winter Orb	ART	R	4.00
Intill Energy	EC	U	.75	Wrath of God	SOR	R	6.00
Ironclaw Curse	EC	R	2.00	Wretched, The	SC	R	3.00
Island Sanctuary	EN	R	3.00	Wyluli Wolf	SC	R	3.00
Jade Monolith	ART	R	2.00	Xenic Poltergeist	SC	R	2.00
Jalum Toma	ART	R	2.50	Zombie Master	SC	R	3.00
Jandor's Saddlebags	ART	R	2.00	Zur's Weirder	EN	R	3.50
Jayemdae Tome	ART	R	3.50				
Jester's Cap	ART	R	7.50				
Jokulhaups	SOR	R	5.00				
Juxtapose	SOR	R	2.50				
Karma	EN	U	.50				
Karpulusan Forest	LAN	R	4.00				
Killer Bees	SC	U	1.00				
Kismet	EN	U	1.00				
Kjeldoran Royal Guard	SC	R	3.00				
Knight of Stromgold	SC	U	1.00				
Leviathan	SC	R	4.00				
Lithurgy	SC	R	5.00				
Lifeforce	EN	U	.50				
Lifetap	EN	U	.50				
Living Artifact	EA	R	2.00				
Living Lands	EN	R	2.50				
Lord of Atlantis	SC	R	3.50				
Lord of the Pit	SC	R	5.00				
Magical Hack	INT	R	3.00				
Magus of the Unseen	SC	R	3.00				
Mana Clash	SOR	R	2.00				
Mana Flare	EN	R	5.00				
Mana Vault	ART	R	3.00				
Manaborns	EN	R	2.00				
Meekstone	ART	R	3.00				

SIXTH EDITION CLASSIC

WIZARDS OF THE COAST-1999	
Full Set (335 cards)	\$195.00
Starter Deck (75 cards)	10.00
Starter Box (12 decks)	88.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	76.00
Commons	10

Unlisted cards are worth the same as their Fifth Edition equivalents.

Abduction	EC	U	.75
Abyssal Hunter	SC	R	3.00
Aether Flash	EN	U	.50
Agonizing Memories	SOR	U	.50
Amber Prison	ART	R	3.50
Ancestral Memories	SOR	R	3.00
Archangel	SC	R	5.50
Ardent Militia	SC	U	.50
Ashen Powder	SOR	R	3.00
Baldurian Horde	SC	R	8.00
Blaze	SOR	U	1.00
Blighted Shaman	SC	U	.50

Bolt	INS	U	.50
Browse	EN	U	1.00
Burrowing	EC	U	.50
Call of the Wild	EN	R	3.00
Celestial Dawn	EN	R	3.00
Charcoal Diamond	ART	U	1.00
Chill	EN	U	.50
Creeping Mold	SOR	U	1.50
Crimson Hellkite	SC	R	6.00
Crystal Vein	LAN	U	.50
Cursed Totem	ART	R	3.00
Daraja Griffin	SC	U	.50
Daring Apprentice	SC	R	3.00
Dense Foliage	EN	R	3.00
Desertion	INS	R	4.00
Diminishing Returns	SOR	R	3.00
Doomsday	SOR	R	3.00
Dragon Mask	ART	U	.75
Dread of Night	EN	U	1.00
Early Harvest	INS	R	3.00
Enlightened Tutor	INS	U	2.00
Ethereal Champion	SC	R	3.00
Exile	INS	R	3.50
Fallow Earth	SOR	U	.75
Familiar Ground	EN	U	.50
Femeref Archers	SC	U	.50

Mana Prism	ART	U	.50
Mana Short	INS	R	3.00
Marble Diamond	ART	U	1.00
Maro	SC	R	4.00
Milestone	ART	R	4.00
Mischveous Poltergeist	SC	U	.50
Moss Diamond	ART	U	1.00
Mystical Compass	ART	U	1.50
Nature's Resurgence	SOR	R	3.75
Necrosavant	SC	R	3.50
Obsidian Golem	SC	U	.50
Pataga Golem	AC	U	.75
Pearl Dragon	SC	R	4.00
Perish	SOR	U	1.50
Phantom Warrior	SC	U	.50
Phryxian Vault	ART	U	.50
Pillage	SOR	U	1.75
Polymorph	SOR	R	3.00
Prosperity	SOR	R	1.00
Psychic Transfer	SOR	R	3.00
Reckless Embodiment	SC	R	3.00
Releam	SOR	U	.50
Relentless Assault	SOR	R	6.00
Reprisal	INS	U	.50
River Bow	SC	U	1.00

ARABIAN NIGHTS

WIZARDS OF THE COAST-1993

Full Set (78 cards)	\$825.00
Booster Pack (8 cards)	\$2.00
Booster Box (80 packs)	4,000.00

Abu Ja'far	SC	U	4.50
Aladdin	SC	R	8.00
Aladdin's Lamp	ART	R	5.00
Aladdin's Ring	ART	R	5.00
Ali Baba	SC	R	4.00
Ali from Cairo	SC	R	75.00
Army of Allah	INS	C	4.00
Bazaar of Baghdad	LAN	R	15.00
Bird Maiden	SC	C	5.00
Boat of Suleiman	ART	R	5.00
Bress Man	AC	R	2.50
Caliph	SC	C	2.00
City in a Bottle	ART	R	14.00
City of Brass	LAN	R	25.00
Cuombag Witches	SC	C	1.00
Cyclone	EN	R	4.00
Dancing Scimitar	AC	R	5.00
Dart	LAN	C	1.00
Desert	LAN	C	1.00
Desert Nomads	SC	C	2.50
Desert Twister	SOR	R	4.00
Diamond Valley	LAN	R	5.00
Drop of Honey	EN	R	35.00
Ebony Horse	ART	R	4.50
El-Hajjaj	SC	R	5.00
Elephant Graveyard	LAN	R	22.00
Erg Raiders	SC	C	1.00
Ertanaj Djin	SC	R	25.00
Eye for an Eye	INS	R	5.00
Fishliver Oil	EC	C	1.00
Flying Carpet	ART	R	5.00
Flying Men	SC	C	4.50
Ghazian Ogre	SC	C	1.50
Giant Tortoise	SC	C	1.00
Guardian Beast	SC	R	55.00
Hasran Ogress	SC	C	1.00
Hurr Jackal	SC	C	2.00
Ith-Biff Efreest	SC	R	25.00
Island Fish Jasconius	SC	R	5.00
Island of Alak-Wak	LAN	R	35.00
Jandor's Ring	ART	R	5.00
Jandor's Saddlebags	ART	R	5.00
Jeweled Bird	ART	R	4.00
Jihad	EN	R	32.00
Junum Efreest	SC	R	7.00
Juzzam Djin	SC	R	155.00
Khabal Ghoul	SC	R	28.00
King Suleiman	SC	R	15.00
Kird Age	SC	C	2.50
Library of Alexandria	LAN	R	100.00
Magnetic Mountain	EN	R	4.00
Merchant Ship	SC	R	5.00
Metamorphosis	SOR	C	1.00
Mijae Djin	SC	R	6.00
Moorish Cavalry	SC	C	3.50
Mountain	LAN	C	5.00
Nafs Asp	SC	C	1.50
Oasis	LAN	U	3.00
Old Man of the Sea	SC	R	30.00
Oubiette	EN	C	4.00
Petry	INS	C	1.00
Pyramids	ART	R	18.00
Repentant Blacksmith	SC	R	3.00
Ring of Ma'ru	ART	R	32.00
Rukh Egg	SC	C	10.00
Sandals of Abdallah	ART	R	5.50
Sandstorm	INS	C	1.00
Serendip Djin	SC	R	20.00
Serendip Efreest	SC	R	25.00
Shahrazad	SOR	R	24.00
Singbird	SC	R	4.00
Singing Tree	SC	R	32.00
Sorceress Queen	SC	R	8.00
Stone-Throwing Devils	SC	C	4.50
Unstable Mutation	EC	C	1.00
War Elephant	SC	C	2.00
Wyluli Wolf	SC	C	3.50
Yowen Efreest	SC	R	10.00

ANTIQUITIES

WIZARDS OF THE COAST-1994

Full Set (100 cards)	\$265.00
Booster Pack (8 cards)	20.00
Booster Box (60 packs)	875.00

Amulet of Kroog	ART	C	.50
Argivian Archaeologist	SC	R	30.00
Argivian Blacksmith	SC	C	.75

MAGIC DATA

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
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ARTIFACT					BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature							
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend							
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery							

● Argothian Pixies	SC	C	.50
● Argothian Treelock	SC	C	.75
● Armageddon Clock	ART	U	4.00
● Artifact Blast	INT	C	.75
● Artifact Possession	EA	C	.50
● Artifact Ward	EC	C	.75
● Ashnod's Altar	ART	C	1.50
● Ashnod's Battle Gear	ART	U	1.50
● Ashnod's Transmogrant	ART	C	1.00
● Atog	SC	C	.50
● Battering Ram	AC	C	.50
● Bronze Tablet	ART	R	5.00
● Circle of Tawnos	ART	R	35.00
○ Candelabrum of Protection: Artifact			
● Citanul Druid	SC	U	5.00
● Clay Statue	AC	C	.75
● Clockwork Avian	AC	R	6.00
● Colossus of Sardia	AC	R	7.00
● Coral Helm	ART	R	4.50
● Crumble	INS	C	1.00
● Cursed Rack	ART	U	1.00
○ Damping Field	EN	U	2.00
● Detonate	SOR	U	2.00
● Drafin's Restoration	SOR	C	.50
● Dragon Engine	AC	C	.50
● Dwarven Weaponsmith	SC	U	1.00
● Energy Flux	EN	U	1.00
● Feldon's Cane	ART	U	5.00
● Gaea's Avenger	SC	R	11.00
● Gate to Phyrexia	EN	U	3.00
● Goblin Artisans	SC	C	1.50
● Golgathian Sylex	ART	R	5.00
● Grapeshot Catapult	AC	C	.50
● Haunting Wind	EN	U	2.00
● Hurly's Recall	INS	R	4.00
● Ivory Tower	ART	U	6.00
● Jalum Tome	ART	U	4.00
○ Martyrs of Korlis	SC	U	3.00
● Mighthstone	ART	U	2.50
● Millstone	ART	U	6.00
● Mishra's Factory	LAN	U	10.00
● Mishra's Factory (Winter)	LAN	U	10.00
● Mishra's War Machine	AC	R	3.50
● Mishra's Workshop	LAN	R	25.00
● Obelisk of Undoing	ART	R	4.50
● Onulet	AC	U	1.50
● Orkish Mechanics	SC	C	.50
● Ornithopter	AC	C	.50
● Phyrexian Gremlins	SC	C	.50
● Power Artifact	EA	U	3.00
● Powerleech	EN	U	2.50
● Priest of Yawgmooth	SC	C	.50
● Primal Clay	ART	U	2.00
● Rack, The	ART	U	2.00
● Rakalite	ART	U	1.00
● Reconstruction	SOR	C	.50
○ Reverse Polarity	INS	C	.50
● Rocket Launcher	ART	R	3.00
● Sage of Lat-Nam	SC	C	.50
● Shapeshifter	AC	R	4.00
● Shatterstorm	SOR	R	4.00
● Staff of Zegon	ART	C	.50
● Strip Mine	LAN	U	9.00
● Strip Mine (sky picture)	LAN	U	8.00
● Strip Mine (small tower)	LAN	U	8.00
● Su-Chi	AC	U	4.00
● Tablet of Epityr	ART	C	.50
● Tawnos's Coffin	ART	R	16.00
● Tawnos's Wand	ART	U	1.00
● Tawnos's Weaponry	ART	U	1.50
● Telvius	AC	R	5.50
● Titania's Song	EN	U	2.50
● Transmute Artifact	SOR	U	2.50
● Triskelon	AC	R	.50
● Urza's Avenger	AC	R	6.00
● Urza's Chalice	ART	C	.50
● Urza's Mine	LAN	C	.50
● Urza's Miter	ART	R	5.00
● Urza's Power Plant	LAN	C	.50
● Urza's Tower	LAN	C	.50
● Wall of Spears	AC	C	1.00
● Weakstone	ART	U	2.50
● Xenic Poltergeist	SC	U	2.00
● Yawgmooth Demon	SC	R	6.50
● Yotian Soldier	AC	C	.50

LEGENDS

WIZARDS OF THE COAST-1994

Full Set (310 cards) \$90.00
 Booster Pack (15 cards) 30.00
 Booster Box (36 packs) 975.00
 Unlisted Commons .25

● Abomination	SC	U	1.00
● Abyss, The	EN	R	50.00
● Acid Rain	SOR	R	17.50
● Adun Oakenshield	SC	R	8.00
● Adventurers' Guildhouse	LAN	U	2.00
● Arathi Berserker	SC	U	3.00
● Aisling Leprechaun	SC	C	1.00
● Akron Legionnaire	SC	R	6.00
● All Hallow's Eve	EN	R	28.00
● Al-shara's Carpet	ART	R	8.00
● Alchor's Tomb	ART	R	8.00
● Angelic Voices	EN	R	8.00
● Angus Mackenzie	EN	R	8.00
● Anti-Magic Aura	EC	C	1.00
● Arborea	EN	U	3.50
● Arcades Sabbath	SC	R	12.00

● Arena of the Ancients	ART	R	6.00
● Arold Fate	INT	C	1.00
● Axelrod Gunnarson	SC	R	8.00
● Ayelara Tanaka	SC	R	6.00
● Azure Drake	SC	U	2.00
● Backdraft	INS	U	2.50
● Backfire	EC	U	2.00
● Barbary Apes	SC	C	1.00
● Bartokoth Warbeard	SC	U	2.50
● Bartel Runeaxe	SC	R	9.00
● Beasts of Bogardan	SC	U	2.00
● Black Mana Battery	ART	U	3.50
● Blazing Effigy	SC	C	1.00
● Blight	EL	U	2.00
● Blood Lust	INS	U	3.00
● Blue Mana Battery	ART	U	3.00
● Boris Devilboon	SC	R	8.50
● Brine Hag	SC	U	3.00
● Bronze Horse	AC	R	6.50
● Carrion Ants	SC	R	7.50
● Cathedral of Serra	LAN	U	2.00
● Caverns of Despair	EN	U	7.00
● Chain Lightning	SOR	C	3.50
● Chains of Meekthephiles	EN	R	17.00
● Chromium	SC	R	8.00
● Cleanse	SOR	R	12.00
● Clergy of the Holy Nimbus	SC	C	.75
● Cocoon	EC	U	2.00
● Concordant Crossroads	EN	R	7.00
● Cosmic Horror	SC	C	5.50
● Craw Giant	SC	U	4.00
● Crevasse	EN	U	2.50
● Crimson Kobolds	SC	C	1.00
● Crimson Manticores	SC	C	5.50
● Crookshank Kobolds	SC	C	1.00
● Dakkon Blackblade	SC	R	7.00
● D'Avenant Archer	SC	C	.75
● Darkness	INS	C	1.00
● Deadfall	EN	U	3.00
● Demonic Torment	EC	U	3.00
● Devouring Deep	SC	C	.75
● Disharmony	INS	R	7.00
● Divine Intervention	EN	U	8.00
● Divine Offering	INS	C	1.00
● Divine Transformation	EC	R	7.00
● Dream Coat	EC	U	3.00
● Dwarven Song	INS	U	2.50
● Elder Land Wurm	SC	R	7.00
● Elder Spawn	SC	R	7.00
● Elven Riders	SC	R	5.00
● Enchanted Being	SC	C	1.00
● Enchantment Alteration	INS	C	1.00
● Equinox	EL	C	2.00
● Eternal Warrior	EC	U	1.75
● Eureka	SOR	R	25.00
● Evil Eye of Orms-By-Gore	SC	U	4.00
● Fallen Angel	SC	U	5.50
● Falling Star	SOR	R	8.50
● Feint	INS	C	1.00
● Field of Dreams	EN	U	9.00
● Fire Sprites	SC	C	1.00
● Firestorm Phoenix	SC	R	18.00
● Flash Counter	INT	C	1.00
● Floral Spuzzem	SC	U	2.50
● Force Spike	INT	C	1.00
● Forethought Amulet	ART	R	8.00
● Fortified Area	EN	C	1.50
● Frost Giant	SC	U	3.00
● Gabriel Angelfire	SC	R	9.50
● Gauntlets of Chaos	ART	R	7.00
● Ghosts of the Damned	SC	C	1.00
● Giant Turtle	SC	C	.75
● Glyph of Delusion	INS	C	1.00
● Glyph of Destruction	INS	C	1.00
● Glyph of Doom	INS	C	1.00
● Glyph of Life	INS	C	1.00
● Glyph of Reincarnation	INS	C	1.00
● Gosta Dirk	SC	R	7.50
● Gravity Sphere	EN	U	17.00
● Great Defender	INS	U	3.00
● Great Wall	EN	U	2.50
○ Greater Reality of Preservation			
● Greed	EN	U	4.50
● Green Mana Battery	ART	U	5.50
● Gwendlyn Di Corci	SC	R	12.00
● Halfdane	SC	R	10.00
● Hammerheim	LAN	U	3.00
● Hazezon Tamar	SC	R	9.00
● Headless Horseman	SC	C	1.00
● Heaven's Gate	INS	U	3.00
● Hell Swarm	INS	C	1.00
● Hell's Caretaker	SC	R	10.00
● Hellfire	SOR	R	10.00
● Holy Day	INS	C	1.00
● Horn of Deafening	ART	R	6.00
● Hornet Cobra	SC	C	1.00
● Horror of Horrors	EN	U	2.50
● Hunting Gnomes	SC	U	3.00
● Hyperion Blacksmith	SC	U	3.00
● Ichnemoun Druid	SC	U	2.50
● Imprison	EC	R	9.00
● In the Eye of Chaos	EN	U	10.00
● Indestructible Aura	INS	C	.75
● Infernal Medusa	SC	U	4.50
● Infinite Authority	EC	R	10.00
● Invoke Prejudice	EN	U	10.00
● Ivory Guardians	SC	U	2.50
● Jacques le Vert	SC	R	7.50
● Jasmine Boreal	SC	U	3.00
● Jedit Ojanen	SC	U	3.00
● Jerrard of the Closed Fist	SC	U	3.50

● Johan	SC	R	10.00
● Jovial Evil	SOR	R	10.00
● Juxtapose	SOR	R	6.00
● Karakas	LAN	U	3.00
● Kasimir the Lone Wolf	SC	U	3.50
● Kei Takahashi	SC	R	7.00
● Killer Bees	SC	R	10.00
● Kismet	EN	U	4.00
● Knowledge Vault	ART	R	7.50
● Kobold Drill Sergeant	SC	U	5.00
● Kobold Overlord	SC	R	10.00
● Kobold Taskmaster	SC	U	6.00
● Kobolds of Kher Keep	SC	C	1.00
● Kroy Shield	ART	U	3.00
● Lady Caleria	SC	R	9.00
● Lady Evangela	SC	R	8.00
● Lady of the Mountain, The	SC	U	3.50
● Lady Orca	SC	U	3.50
● Land Equilibrium	EN	R	10.00
● Land Tax	EN	R	6.50
● Land's Edge	EN	R	8.00
● Lesser Werewolf	SC	U	3.00
● Life Chisel	ART	U	3.50
● Life Matrix	ART	R	8.00
● Lifelink	EN	R	9.00
● Living Plane	EN	R	12.00
● Livonya Stone	SC	R	12.00
● Lord Magnus	SC	U	4.00
● Lost Soul	SC	C	1.00
● Mana Drain	INT	U	40.00
● Mana Matrix	ART	R	8.00
● Marble Priest	AC	U	2.50
● Marhaul Elsdragon	SC	U	3.00
● Master of the Hunt	SC	R	13.00
● Mirror Universe	ART	R	70.00
● Moat	EN	R	50.00
● Mold Demon	SC	R	7.00

● Pixie Queen	SC	R	6.50
● Planar Gate	ART	R	8.00
● Pradash Gypsies	SC	C	1.50
○ Presence of the Master	EN	U	5.00
● Primordial Ooze	SC	U	2.00
● Princess Lucruxa	SC	U	3.00
● Psionic Entity	SC	R	6.00
● Psychic Pulse	SOR	C	1.00
● Puppet Master	EC	U	2.50
● Pyrotechnics	SOR	U	1.00
● Quagmire	EN	U	3.00
● Quantum Trench Gnomes	SC	R	9.00
● Radin Wombat	SC	U	3.50
● Radian Spirit	SC	U	2.50
● Raging Bull	SC	C	1.00
● Ragnar	SC	R	8.50
● Ramirez DePietro	SC	U	4.00
● Ramzes Overdark	SC	R	9.00
○ Rapid Fire	INS	R	8.00
● Rasputin Dreamweaver	SC	R	9.00
● Rebirth	SOR	R	6.00
● Recall	SOR	U	9.00
● Red Mana Battery	ART	U	4.00
● Reincarnation	INS	U	3.00
● Relic Barrier	ART	U	3.50
● Relic Bird	EA	U	3.00
○ Remove Enchantments	INS	C	1.00
● Remove Soul	INT	C	1.00
● Reset	INT	U	4.50
● Revelation	EN	R	8.00
● Reverberation	INS	R	11.00
○ Righteous Avengers	SC	U	3.50
● Ring of Immortals	ART	R	8.00
● Riven Turnbull	SC	U	3.50
● Rohgahh of Kher Keep	SC	R	9.00
● Rubinia Soulsinger	SC	R	9.00
● Rust	INT	C	1.00

Spinal Villain	SC	R	11.00
Spirit Link	EC	U	5.00
Spirit Shackles	EC	U	1.00
Spiritual Sanctuary	EN	R	9.00
Stang	SC	R	7.00
Storm Seeker	INS	U	4.50
Storm World	EN	R	9.00
Subdue	INS	C	1.00
Sunstained Falconer	SC	U	3.50
Sword of the Ages	ART	R	22.00
Sylvan Library	EN	R	6.50
Sylvan Paradise	INS	U	3.00
Syphon Soul	SOR	C	1.50
Tabernacle at Pendrell Vale			
Taldemagot	LAN	R	21.00
Telekinesis	INS	R	8.00
Teleport	INS	R	6.00
Tempest Ereet	SC	R	6.00
Tetsuo Umezawa	SC	R	11.00
Thunder Spirit	SC	R	22.00
Time Elemental	SC	R	9.00
Tobias Andron	SC	U	3.00
Tolana	LAN	U	3.50
Tor Wauld	SC	U	2.50
Torsten Von Ursus	SC	U	4.00
Touch of Darkness	INS	U	3.00
Triassic Egg	ART	R	8.00
Tuknir Deathlock	SC	R	9.00
Tundra Wolves	SC	C	1.00
Typhoon	SOR	R	8.00
Undertow	EN	U	2.75
Underworld Dreams	EN	U	23.00
Unholy Citadel	LAN	U	3.00
Untamed Wilds	SOR	U	2.50
Urborg	LAN	U	4.00
Ur-Draco	SC	R	7.00
Vaeictis Asmadi	SC	R	13.00
Venarian Gold	EC	C	1.50
Visions	SOR	U	2.00
Voodoo Doll	ART	R	6.00
Walking Dead	SC	C	.75
Wall of Catrops	SC	C	1.00
Wall of Dust	SC	U	2.50
Wall of Earth	SC	C	.75
Wall of Light	SC	U	3.00
Wall of Opposition	SC	R	5.00
Wall of Putrid Flesh	SC	U	3.00
Wall of Tombstones	SC	U	3.00
Wall of Wonder	SC	U	2.50
Whirling Dervish	SC	U	4.00
White Mana Battery	ART	U	4.00
Willow Satyr	SC	R	8.00
Winds of Change	SOR	R	4.00
Winter Blast	SOR	U	5.00
Wolverine Pack	SC	C	1.00
Wood Elemental	SC	R	9.00
Wretched, The	SC	R	9.00
Xira Arien	SC	R	7.00
Zephyr Falcon	SC	C	1.00

MAGIC

The Gathering®

Price Guide

Living Armor	ART C	.75	Thelonite Monk	SC R	2.00
Lurker	SC R	2.50	Thru Champion	SC R	2.00
Mana Clash	SOR R	2.50	Tourach's Gate	EL R	2.00
Mana Vortex	EN R	3.00	Vodalian Knights	SC R	2.00
Martyr's Cry	SOR R	3.00	Vodalian War Machine	SC R	1.50
Maze of Ith	LAN U	8.50	Zelyon Sword	ART R	1.00
Merfolk Assassin	SC U	3.00			
Mind Bomb	SOR U	2.00			
Miracle Worker	SC C	.25			
Nameless Race	SC R	4.00			
Necropolis	AC U	1.75			
Niall Silvain	SC R	2.50			
Orp General	SC U	1.25			
People of the Woods	SC U	1.50			
Preacher	SC R	9.00			
Psychic Allergy	EN R	4.00			
Rag Man	SC R	3.00			
Reflecting Mirror	ART U	2.00			
Runesword	ART C	1.00			
Safe Haven	LAN R	3.00			
Scarce	AC U	1.75			
Scarwood Bandits	SC R	3.00			
Scarwood Goblins	SC U	.25			
Scarwood Hag	SC U	1.50			
Season of the Witch	EN R	3.00			
Sisters of the Flame	SC C	1.00			
Skull of Orm	ART U	3.00			
Sorrow's Path	LAN R	3.00			
Spitting Slug	SC U	1.00			
Standing Stones	ART U	2.00			
Stone Calendar	ART R	3.00			
Tangle Kelp	EC U	.75			
Travler's Crusade	SOR U	1.50			
Tormod's Crypt	ART C	1.00			
Tower of Coireall	ART U	1.00			
Tracker	SC R	4.00			
Uncle Istvan	SC U	2.00			
Wand of Ith	ART U	2.00			
War Barge	ART U	2.50			
Water Wurm	SC C	.25			
Whoopee	SC U	2.00			
Witch Hunter	SC U	3.50			
Worms of the Earth	EN R	3.50			
Wormwood Treefolk	SC R	3.00			

FALLEN EMPIRES

WIZARDS OF THE COAST-1994

Full Set (187 cards)	\$35.00	● Elkin Bottle	ART R	3.50	
Booster Pack (8 cards)	1.50	● Enduring Renewal	EN R	6.00	
Booster Box (60 packs)	48.00	● Energy Storm	EN R	3.00	
Unlisted Commons	.10	● Fiery Justice	SOR R	2.50	
Unlisted Uncommons	.50	● Flooded Woodlands	EN R	2.00	
		● Flow of Maggots	SC R	2.00	
● Aeolipile	ART R	1.00	● Forbidden Lore	EL R	1.00
● Balm of Restoration	ART R	1.00	● Forgotten Lore	SOR U	3.00
● Bottomless Vault	LAN R	2.50	● Formation	INS R	2.00
● Breeding Pit	EN U	2.00	● Fraxial's Winds	EN R	.75
● Conch Horn	ART R	1.00	● Fyndhorn Pollen	EN R	2.00
● Deep Spawn	SC U	1.00	● Game of Chaos	SOR R	2.00
● Delir's Cane	ART U	1.00	● General Jarkeld	SC R	3.00
● Delir's Cube	ART U	1.50	● Ghostly Flame	EN R	3.00
● Dereler	SC R	2.50	● Glacial Cravasses	EN R	2.00
● Discarded Lyrin	ART R	1.00	● Glimmer	EN R	1.00
● Dwarven Armorer	SC R	1.00	● Goblin Lure	ART R	2.50
● Dwarven Hold	LAN R	2.00	● Gravebind	INS R	2.00
● Dwarven Ruins	LAN U	1.00	● Halls of Mist	LAN R	2.00
● Ebon Praetor	SC R	2.50	● Hecatomb	EN R	5.00
● Ebon Stronghold	LAN U	1.00	● Hot Springs	EL R	2.00
● Elyen Lyr	ART U	1.00	● Ice Cauldron	ART R	2.50
● Fungal Bloom	SC R	2.00	● Ice Floe	LAN U	1.00
● Fungal Gnat	EN R	2.00	● Icequake	SOR U	.50
● Goblin Blot	SC R	1.50	● Icy Manipulator	ART U	5.00
● Goblin Gnat	SOR C	.75	● Icy Prison	EN R	2.00
● Goblin Grenade	EN R	2.50	● Illusorian Presence	SC R	3.00
● Goblin Warriors	EN R	2.50	● Illusions of Grandeur	EN R	4.00
● Hand of Justice	SC R	4.00	● Infernal Darkness	EN R	2.50
● Havenwood Battleground	LAN U	1.00	● Infernal Denizen	SC R	2.50
● Hollow Trees	LAN R	2.50	● Infinite Hourglass	ART R	12.00
● Homard Shaman	SC R	1.00	● Jester's Cap	ART R	7.00
● Hymn to Taurach	SOR C	.50	● Jester's Mask	ART R	4.00
● Icatian Lieutenant	SC R	1.50	● Jokulhaur	SOR R	4.00
● Icatian Skirmishers	SC R	2.00	● Justice	EN U	1.00
● Icatian Storm	LAN R	2.00	● Karnusian Forest	LAN R	4.50
● Icatian Tower	SOR R	2.00	● Karnusian Yeti	SC R	3.00
● Implements of Sacrifice	ART R	1.00	● Kjeldoran Knight	SC R	2.50
● Orp	SC R	2.50	● Kjeldoran Phoenix	SC R	3.00
● Rainbow Vale	LAN R	2.00	● Kjeldoran Royal Guard	SC R	3.00
● Ring of Renewal	ART R	1.50	● Knight of Stormgale	SC U	1.50
● River Merfolk	SC R	2.00	● Krowikan Vampire	SC U	1.00
● Ruins of Trokair	LAN U	1.00	● Land Cap	LAN R	3.00
● Sand Silos	LAN R	2.00	● Lava Tubes	LAN R	2.50
● Seasinger	SC U	1.00	● Lurguryp	SC R	6.00
● Soul Exchange	SOR U	.75	● Lightning Bolt	INS R	2.50
● Spirit Shield	ART R	1.00	● Lost Order of Jarkeld	SC R	2.00
● Syvelnate Temple	LAN U	1.00	● Magus of the Unseen	SC R	3.00
● Thelon's Curse	EN R	1.00			

Marton Stromgald	SC R	4.50	Stormbind	EN R	4.00
Mercenaries	SC R	2.00	Strangled Cabal	SC R	3.50
Merleia Ri Berit	SC R	2.50	Stunted Growth	SOR R	3.00
Mesmeric Trance	EN R	2.50	Sulfurous Springs	LAN R	4.00
Mind Whip	EC R	2.50	Swords to Plowshares	INS U	1.50
Minion of Ieshrac	SC R	4.00	Thermokast	SOR U	1.00
Minion of Teyesh Szat	SC R	4.00	Thermonuclear	LAN R	3.00
Monsoon	EN R	2.50	Timberline Ridge	LAN R	3.00
Mountain Titan	SC R	2.00	Time Bomb	ART R	3.00
Mudslide	EN R	2.50	Total War	EN R	2.00
Musician	SC R	3.00	Trailblazer	INS R	2.50
Mystic Might	EC R	2.50	Underground River	LAN R	5.50
Naked Singularity	ART R	3.00	Valdt	LAN R	3.00
Necropolis	EN R	6.00	Vexing Arcana	ART R	3.00
Oath of Lim-Dul	EN R	3.50	Vibrating Sphere	ART R	2.00
Orchid Librarian	SC R	2.00	Whittig	SC R	2.00
Orchid Squatters	SC R	3.00	Winter's Chill	INS R	2.00
Order of the Sacred Torch	SC R	3.00	Wrath of Marit Lake	EN R	2.50
Order of the White Shield	SC U	1.00	Zur's Weiriding	EN R	3.00
Pale Bears	SC R	2.50	Zuran Orb	ART U	1.50
Pentagram of the Ages	ART R	3.00			
Polar Kraken	SC R	5.00			
Pox	SOR R	4.00			
Pyrus Alaurus	SC R	2.00			
Pyroclasm	SOR U	1.00			
Reality Twist	EN R	3.00			
Reclamation	EN R	2.00			
Ritual of Subduel	EN R	3.00			
River Delta	LAN R	3.00			
Runed Arch	ART R	2.50			
Seraph	SC R	5.00			
Shyft	SC R	2.00			
Stibent Spirit	SC R	4.00			
Skeleton Ship	SC R	2.50			
Sleight of Mind	INT U	1.00			
Snow Fortress	AC R	2.00			
Snowblind	EP R	2.00			

CHRONICLES

WIZARDS OF THE COAST-1995

Full Set (125 cards)			\$75.00
Booster Pack (12 cards)			2.50
Booster Box (45 packs)			95.00
Unlisted Commons			.10
<hr/>			
Abu Ja'far	SC	U	.50
Akron Legionnaire	SC	R	2.00
Aladdin	SC	R	1.50
Angelic Voices	EN	R	3.00
Arcades Sabbath	SL	R	3.50
Arena of the Ancients	ART	R	2.00
Axeirid Gunnarson	SL	R	2.00

DOUBLE TAKES

BIGGEST RIP-OFF

















Does that look like Bruce Lee? Well, it could've been. It's no secret there were a lotta Chinese immigrants in the Old West and that Kwai Chang Caine of "Kung Fu" made them all famous. But you may not know that Bruce Lee, straight from his success in "The Green Hornet," was allegedly one of the brains behind the show, slated to take the starring role, until he got ripped off by his co-creator.

Soldier Golem	AC R	3.00	Ayasha Tanaka	SL U	2.00
Spoils of Evil	INT R	3.00	Azure Drake	SC U	.50
Spoils of War	SOR R	3.00	Banshee	SC U	.50
Staff of the Ages	ART R	2.50	Bar's Cage	ART R	2.00
Stampede	INS R	3.00	Beasts of Bogarden	SC U	.50
Stealth of Evil	SOR U	1.00	Blood of the Martyr	INS U	.50
Storm Spirit	SC R	3.00	Blood Moon	EN R	3.00

Book of Rass	ART R	1.00	Book of Rass	ART R	1.00
Bronze Horse	AC R	1.50	Book of Rass	ART R	1.00
Chromium	SL R	4.00	Book of Rass	ART R	1.00
City of Brass	LAN R	6.50	Book of Rass	ART R	1.00
Cocoon	ED U	.50	Book of Rass	ART R	1.00
Concordant Crossroads	EW R	3.00	Book of Rass	ART R	1.00
Craw Giant	SC U	.50	Book of Rass	ART R	1.00
Cyclone	EN R	1.50	Book of Rass	ART R	1.00
Dakkon Blackblade	SL R	3.50	Book of Rass	ART R	1.00
Dance of Many	EN R	2.00	Book of Rass	ART R	1.00
Enchantment Alteration	INS U	.50	Book of Rass	ART R	1.00
Erhnam Djinn	SC U	3.00	Book of Rass	ART R	1.00
Fallen, The	SC U	.75	Book of Rass	ART R	1.00
Fallen Angel	SC U	1.75	Book of Rass	ART R	1.00
Faldon's Cane	ART C	.75	Book of Rass	ART R	1.00
Fire Drake	SC U	.50	Book of Rass	ART R	1.00
Gabriel Anger	SL R	3.00	Book of Rass	ART R	1.00
Gaulets of Chaos	ART R	2.00	Book of Rass	ART R	1.00
Goblin Artisans	SC U	.50	Book of Rass	ART R	1.00
Hell's Caretaker	SC R	4.00	Book of Rass	ART R	1.00
Horn of Deafening	ART R	2.00	Book of Rass	ART R	1.00
Ivory Guardians	SC U	.50	Book of Rass	ART R	1.00
Jalum Tome	ART R	2.00	Book of Rass	ART R	1.00
Jeweled Bird	ART R	1.50	Book of Rass	ART R	1.00
Johan	SL R	2.50	Book of Rass	ART R	1.00
Juxtapose	SOR R	2.00	Book of Rass	ART R	1.00
Kei Takahashi	SL C	.25	Book of Rass	ART R	1.00
Land's Edge	EW R	3.50	Book of Rass	ART R	1.00
Marhault Eldragon	SL U	.25	Book of Rass	ART R	1.00
Nebuchadnezzar	SL R	3.00	Book of Rass	ART R	1.00
Nicol Bolas	SL R	4.50	Book of Rass	ART R	1.00
Obeisk of Unding	ART R	2.00	Book of Rass	ART R	1.00
Palladia-Mors	SL R	4.00	Book of Rass	ART R	1.00
Petra Sphinx	SC R	2.75	Book of Rass	ART R	1.00
Primalordial Ooze	SC U	.50	Book of Rass	ART R	1.00
Puppet Master	EC U	.50	Book of Rass	ART R	1.00
Rabid Wombat	SC U	.50	Book of Rass	ART R	1.00
Rakite	ART R	1.00	Book of Rass	ART R	1.00
Recall	SOR U	1.00	Book of Rass	ART R	1.00
Revelation	EW R	2.00	Book of Rass	ART R	1.00
Rubina Soulsinger	SL R	3.50	Book of Rass	ART R	1.00
Safe Haven	LAN R	2.00	Book of Rass	ART R	1.00
Sentinel	AC R	2.00	Book of Rass	ART R	1.00
Serpent Generator	ART R	3.00	Book of Rass	ART R	1.00
Shield Wall	SC U	.50	Book of Rass	ART R	1.00
Shiman Night Stalker	SC U	.50	Book of Rass	ART R	1.00
Swift Scaram	SL U	.25	Book of Rass	ART R	1.00
Sol'kanar the Swamp King	SL R	4.00	Book of Rass	ART R	1.00
Stango	SL R	2.00	Book of Rass	ART R	1.00
Storm Seeker	INS U	.75	Book of Rass	ART R	1.00
Takkemagot	EC U	.50	Book of Rass	ART R	1.00
Teleport	SOR R	2.00	Book of Rass	ART R	1.00
Tabas Andron	SL U	.25	Book of Rass	ART R	1.00
Tormod's Crypt	ART U	.25	Book of Rass	ART R	1.00
Triassic Egg	ART R	1.50	Book of Rass	ART R	1.00
Urza's Mine (four versions)	LAN C	.25	Book of Rass	ART R	1.00
Urza's Power Plant (four versions)	LAN C	.25	Book of Rass	ART R	1.00
Urza's Tower (four versions)	LAN C	.25	Book of Rass	ART R	1.00
Vaevicta Asmadi	SL R	4.00	Book of Rass	ART R	1.00
Voodoo Doll	ART R	1.50	Book of Rass	ART R	1.00
Wall of Opposition	SC U	.50	Book of Rass	ART R	1.00
Wall of Wonder	SC U	.50	Book of Rass	ART R	1.00
Witch Hunter	SC U	1.00	Book of Rass	ART R	1.00
Wretched, The	SC R	3.50	Book of Rass	ART R	1.00
Xira Arien	SL R	2.00	Book of Rass	ART R	1.00
Yawgmoth Demon	SC R	2.00	Book of Rass	ART R	1.00

HOMELANDS

WIZARDS OF THE COAST-1995

Full Set (140 cards)		\$50.00
Booster Pack (8 cards)		2.00
Booster Box (60 packs)		62.00
Commons		.10
Unlisted Uncommons		.50
 Aether Storm	.EN U	.50
 An-Hava Constable	.SC U	1.50
 An-Hava Township	.LAN R	.50
 An-Zerrin Ruins	.EN R	2.00
 Aneba Ancestor	.SC R	2.00
 Aneba Spirit Crafter	.SC R	2.00
 Apocalypse Chime	.ART R	1.75
 Autumn Willow	.SC R	6.00
 Aysen Crusader	.SC R	2.00
 Aysen Highway	.EN R	2.00
 Bak's Curse	.SOR R	1.50
 Baron Sengir	.SC R	6.00
 Beast Walkers	.SC R	1.75
 Black Carriage	.SC R	1.50
 Broken Visage	.INS R	2.00
 Castle Sengir	.LAN R	.50
 Chain Stasis	.INS R	1.50

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

PRICES WENT UP WENT DOWN HEAVY TRADING NEW SET

Daughter of Autumn	SC R	1.50
Digderidoo	ART R	2.00
Dwarven Pony	SC R	1.00
Dwarven Sea Cleave	SC U	1.00
Eron the Relentless	SC U	.75
Faerie Noble	SC R	2.50
Feroz's Ban	ART R	1.50
Forget	SOR R	1.50
Grandmother Sengir	SC R	2.00
Hazduhr the Abbot	SC R	1.50
Headstone	SC R	.15
Heart Wolf	SC R	1.50
Ihsan's Shade	SC U	1.00
Ironclaw Curse	EC R	1.00
Joven's Tools	ART R	.50
Koskun Falls	EN R	1.50
Leaches	SOR R	1.50
Mammoth Harness	EC R	1.50
Marjhan	SC R	2.00
Mystic Decree	EN R	3.00
Narwhal	SC R	2.00
Primal Order	EN R	2.25
Reveka, Wizard Savant	SC R	1.50
Rysorian Badger	SC R	1.50
Sengir Autocrat	SC R	2.50
Serra Aviary	EN R	2.50
Soraya the Falconer	SC R	2.00
Timmerian Fiends	SC R	1.00
Truce	INS R	1.50
Veldrine of Sengir	SC R	2.00
Wall of Kelp	SC R	2.00
Willow Priestess	SC R	2.00
Winter Sky	SOR R	1.50

ALLIANCES

Full Set (199 cards)	\$105.00
Booster Pack (12 cards)	3.50
Booster Box (45 packs)	125.00
Commons	.15
Unlisted Uncommons	.50

Ashnod's Cylx	ART R	2.50
Baldurian Dead	SC U	1.00
Baldurian Horde	SC R	8.50
Baldurian Trading Post	LAN R	4.50
Burnout	INT U	1.00
Chaos Harlequin	SC R	2.25
Contagion	INS U	1.00
Diminishing Returns	SOR U	4.00
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Dystopia	EN R	3.00
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Exile	INS R	5.00
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Ivory Gargoyle	SC R	5.00
Kaysa	SC R	4.00
Keeper of Tresserhorn	SC R	3.00
Kjeldoran Outpost	LAN R	7.00
Kjeldoran Horror	SC R	3.25
Lake of the Dead	LAN R	8.50
Library of Lat-Nam	SOR R	4.00
Lim-Dul's Paladin	SC U	1.00
Lim-Dul's Vault	INS U	1.00
Lodestone Bauble	ART R	3.50
Lord of Tresserhorn	SC R	5.50
Malfortune	SOR R	3.00
Nature's Wrath	EN R	3.00
Omen of Fire	INS R	3.00
Phantasmal Sphere	SC R	3.00
Pheldagrim	SC R	3.00
Phyrexian Devourer	AC R	2.50
Phyrexian Portal	ART R	2.50
Pillage	SOR U	2.50
Ritual of the Machine	SOR R	4.00
Rogue Skycaptain	SC R	3.00
Royal Decree	EN R	2.50
Scars of the Veteran	INS U	1.00
Shattered Valley	LAN R	3.00
Shield Sphere	AC U	.50
Sol Graft	ART R	1.50
Soldier Digger	ART R	4.00
Soldier Excavations	LAN R	4.00
Splitting Wind	EN R	2.00
Storm Caudron	ART R	4.00
Stronghold Spy	SC U	1.00
Sustaining Spirit	SC R	3.00
Sword Defender	SC R	3.00
Thawing Glaciers	LAN R	7.00
Thought Lash	EN R	2.50
Tidal Control	EN R	3.00
Tornado	EN R	2.00
Urza's Engine	AC R	.75
Varchild's War-Riders	SC R	3.00
Wind of Denial	ART R	1.50

MIRAGE

WIZARDS OF THE COAST-1996

Full Set (350 cards)	\$150.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	85.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	75.00
Commons	.10
Unlisted Uncommons	.50
Unlisted Rares	2.00

Abyssal Hunter	SC R	3.00
Ahya Grove	EN R	2.50
Afterlife	INS U	.75
Amber Prison	ART R	3.00
Amulet of Unmaking	ART R	2.50
Ancestral Memories	SOR R	3.00
Ashen Powder	SOR R	3.00
Asmira, Holy Avenger	SC R	3.00
Auspicious Ancestor	SC R	2.50
Barreling Arrow	INS R	2.50
Basalt Golem	AC U	.50
Bazaar of Wonders	EN R	4.00
Benthic Djinn	SC R	3.00
Blighted Shaman	SC U	.50
Blind Fury	INS U	.50
Bone Mask	ART R	2.50
Brushwag	SC R	2.50
Burning Palm Elfreet	SC U	.75
Cadaverous Bloom	EN R	5.00
Canopy Dragon	SC R	4.50
Carrier	INS R	3.00
Catacomb Dragon	SC R	5.50
Celestial Dawn	EN R	6.00
Chaosphere	EN R	3.00
Charcoal Diamond	ART U	1.00
Consuming Ferocity	EC U	.50
Coral Fighters	SC U	.50
Crimson Helkite	SC R	6.00
Crypt Cobra	SC U	.50
Cursed Totem	ART R	4.00
Cycle of Life	EN R	2.50
Daring Apprentice	SC R	2.50
Dissipate	INT U	1.50
Divine Retribution	INS R	2.50
Dwarven Miner	SC U	.75
Early Harvest	INS R	3.00
Emberwild Caliph	SC R	2.50
Emberwild Djinn	SC R	3.00
Energy Bolt	SOR R	3.00
Energy Vortex	EN R	3.00
Enlightened Tutor	INS U	2.75
Ethereal Champion	SC R	3.00
Favorable Destiny	EC U	.75
Final Fortune	INS R	4.00
Fire Diamond	ART U	1.00
Flash	INS R	3.00
Forbidden Crypt	EN R	3.50
Forgotten Wastes	EN R	5.00
Fremitic Elfreet	SC R	4.00
Goblin Soothsayer	SC U	.50
Grim Fate	EN R	3.00
Griming Totem	ART R	6.00
Hakim, Loreweaver	SC R	3.00
Hall of Gemstone	EN R	3.00
Hammer of Bogardan	SOR R	12.00
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Kulekessa Pirates	SC R	2.75
Leering Gargoyle	SC R	2.50
Lion's Eye Diamond	ART R	3.50
Lure of Prey	INS R	2.50
Malignant Growth	EN R	3.00
Mana Prism	ART U	1.00
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Managora's Tome	ART R	3.50
Marble Diamond	ART U	1.00
Maro	SC R	5.00
Melesse Spirit	SC U	1.00
Mindeunder Spores	SC R	2.50
Mire Shade	SC U	.50
Misers' Cage	ART R	3.00
Must Dragon	SC R	5.00
Moss Diamond	ART U	1.00
Mystical Tutor	INS U	1.00
Natural Balance	SOR R	3.50
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Painful Memories	SOR U	.50
Paupers' Cage	ART R	3.00

Phyrexian Dreadnought	AC R	6.50
Phyrexian Purge	SOR R	2.50
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Prismatic Boon	INS U	.50
Prismatic Lace	INS R	2.50
Psychic Transfer	SOR R	3.00
Purgatory	EN R	3.00
Purraj of Urborg	SC R	3.50
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Razor Pendulum	ART R	3.00
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Reparations	EN R	3.00
Rock Basilisk	SC R	3.00
Roots of Life	EN U	.50
Sacred Mesa	EN R	6.00
Savage Twister	SOR U	1.00
Sawback Manticores	SC R	3.00
Sealed Fate	SOR U	1.00
Shallow Grave	INS R	4.00
Shalkou, Endbringer	SC R	3.00
Shimmer	EN R	3.50
Sider Jabari	SC R	3.00
Sky Diamond	ART D	1.00
Soul Echo	EN R	3.00
Spectral Guardian	SC R	3.00
Spirit of the Night	SC R	8.50
Stupor	SOR U	1.00
Subterranean Spirit	SC R	3.00
Sunweb	SC R	3.00
Taniwha	SC R	4.00
Teela's Dragon	AC R	7.50
Teler's Imp	SC R	2.50
Teler's Isle	LAN R	2.50

VISIONS

WIZARDS OF THE COAST-1997

Full Set (167 cards)	100.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	100.00
Commons	.15
Unlisted Uncommons	.50
Unlisted Rares	3.00

Aku Djinn	SC R	4.00
Anvil of Bogardan	ART R	4.00
Archangel	SC R	5.50
Army Ants	SC U	.50
Blanket of Night	EN U	1.00
Bogardan Phoenix	SC R	3.50
Brass-Talon Chimeras	AC U	.50
Brood of Cockroaches	SC U	.50
Chronatog	SC R	4.00
City of Solitude	EN R	6.00
Creeping Mold	SOR U	1.75
Desertion	INT R	5.00
Desolation	EN U	.50
Dragon Mask	ART U	1.00
Elephant Grass	EN U	1.00
Firestorm Helkite	SC R	5.00
Flooded Shoreline	EN R	2.50
Goblin Recruiter	SC U	1.00
Guiding Spirit	SC R	2.50
Helm of Awakening	ART R	.50
Honorable Passage	INS U	1.00

Peace Talks	SOR U	.50
Pillar Tombs of Aku	EN R	4.00
Prosperity	SOR U	1.50
Quicksand	LAN U	1.00
Rainbow Elfreet	SC R	4.00
Relentless Assault	SOR R	7.50
Retribution of the Meek	SOR R	3.00
Scalebane's Elite	SC U	.50
Simoon	INS U	.50
Snake Basket	ART R	5.00
Squandered Resources	EN R	3.50
Stampeding Wildebeests	SC U	1.00
Summer Bloom	SOR U	1.00
Tempest Drake	SC U	.50
Tin-Wing Chimeras	AC U	.50
Tithe	INS R	4.50
Undiscovered Paradise	LAN R	7.00
Vampire Triforce	INS R	8.50
Vashino Sandstalker	SC U	1.00
Vashivan Dragon	SC R	6.50
Waterspout Djinn	SC U	1.00
Zhalfrin Crusader	SC R	3.50

WEATHERLIGHT

WIZARDS OF THE COAST-1997

Full Set (167 cards)	85.00
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	65.00
Commons	.10
Unlisted Uncommons	.50
Unlisted Rares	3.00

Abeysance	INS R	7.00
After Flash	EN U	1.50
Alabaster Dragon	SC R	4.00
Ancestral Knowledge	EN R	4.00
Barshi	SC U	.50
Bosium Strip	ART R	4.00
Bubble Matrix	ART R	4.00
Chimeric Sphere	ART U	.75
Debt of Loyalty	INS R	3.50
Dense Foliage	EN R	4.00
Dingus Staff	ART U	1.00
Doomsday	SOR R	4.00
Fervor	EN R	4.50
Firestorm	INS R	4.00
Foryisian Brigade	SC U	.75
Fungus Elemental	SC R	3.50
Gaea's Blessing	SOR U	1.00
Gallowbraed	SC R	3.50
Gemstone Mine	LAN U	2.50
Goblin Bomb	EN R	4.00
Heart of Bogardan	EN R	4.50
Hurlcon Shaman	SC U	.50
Lotus Vale	LAN R	9.00
Mana Web	ART R	4.00
Maraxus of Keld	SC R	4.50
Nature's Resurgence	SOR R	4.00
Noble Benefactor	SC U	.75
Orchid Settlers	SC R	1.00
Peacekeeper	SC R	4.00
Pendrell Mists	EN R	4.00
Phantom Warrior	SC U	1.00
Releam	SOR U	1.00
Scorched Ruins	LAN R	4.00
Serenity	EN R	4.00
Serra's Blessing	EN U	1.00
Southern Paladin	SC R	4.50
Teferi's Veil	EN U	.50
Thran Tome	ART R	2.75
Thundermere	SC R	6.00
Touchstone	ART U	1.00
Tranquil Grove	EN R	3.50
Vodalian Illusionist	SC R	3.50
Volunteer Reserves	SC U	.75
Well of Knowledge	ART R	4.00
Winding Canyon	LAN R	4.00
Xanthic Statue	ART R	4.00

Lennier

Minbari Ambassador's Assistant. Religious Caste.

Lennier's Intrigue may only be used to oppose Intrigue conflicts.

While Lennier is ready, Lennier may take all damage inflicted in an attack on Delenn in her place. He then rotates.

Lennier is a member of a religious sect known as the Third Face of Chuduno. Babylon 5 is his first assignment off-world.

He is Delenn's aide, becoming her loyal companion and confidant.

He has a pure spiritual love for her.

DOUBLE TAKES

BEST MUSICIAN

Bill Mumy, who played Lennier on "Babylon 5" and starred in "Lost in Space," made his name as an actor. But he sings as well. As one half of Barnes & Barnes, he was one of the geniuses behind the 1978 cult classic song "Fish Heads." It's nice to know that he'll always have a job if television ever runs out of space adventure shows.

Tellin'Tar	SC R	3.00
Tombstone Stairwell	EN R	4.00
Torrent of Lava	SOR R	3.00
Uktaki Wildcats	SC R	4.00
Unfulfilled Desires	EN R	3.00
Ventifact Bottle	ART R	2.50
Vigilant Martyr	SC U	.75
Volcanic Dragon	SC R	5.00
Volcanic Geyser	INS U	1.00
Waiting in the Woods	SOR R	3.00
Warping Wurm	SC R	3.00
Wellspring	EL R	2.50
Wildfire Emissary	SC U	1.00
Juju Bubble	ART U	.50
Kaervek's Spite	INS R	3.50
Katabatic Winds	EN R	2.00
Lead-Belly Chimeras	AC U	.50
Lightning Cloud	EN R	3.50
Longbow Archer	SC U	1.00
Magma Mine	ART U	1.50
Miraculous Recovery	INS U	1.00
Natural Order	SOR R	3.50
Necromancy	EN R	1.00
Nekkratral	SC U	1.50
Ogre Enforcer	SC R	3.50
Ovinomancer	SC U	.50

TEMPEST

WIZARDS OF THE COAST-1997

Full Set (335 cards)	175.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	84.00
Starter Deck (60 cards)	8.00
Starter Box (12 decks)	80.00
Starter Box (12 decks-pre-constructed)	100.00
Commons	.10
Unlisted Uncommons	.75

Altar of Dementia	ART R	5.00
Aluren	EN R	4.00
Angelic Protector	SC U	.75
Apes of Rath	SC U	.50
Apocalypse	SOR R	4.00
Auratos	SC R	2.50
Avenaging Angel	SC R	4.50
Bewelling Fiend	SC R	3.00
Benthic Behemoth	SC R	4.00
Booby Trap	ART R	4.50

MAGIC

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● Pearl Medallion.....ART R 4.00	
● Pegasus Refuge.....EN R 3.00	
● Phyrexian Grimoire.....ART R 3.00	
● Pine Barrens.....LAN R 4.00	
● Precognition.....EN R 3.00	

○ Spirit Mirror.....EN R 4.00	● Carnassid.....SC R 3.00
● Spontaneous Combustion INS U .75	● Croxax the Cursed.....SC R 4.00
● Starke of Rath.....SC R 3.00	● Crystalline Silver.....SC U 1.50
● Static Orb.....ART R 4.00	● Dream Halls.....EN R 4.00
● Steel Enchantment.....EE U .75	● Ensuring Bridge.....ART R 5.00
● Storm Front.....EN U .50	● Evacuation.....INS R 3.00
● Sudden Impact.....INS U 1.00	● Fanning the Flames.....SOR U .50
● Teleporter.....AC U .50	● Flowstone Mauler.....SC R 3.00
● Thalagos Lowlands.....LAN U .50	● Grave Pact.....EN R 4.00
● Thumbscrews.....ART R 3.00	● Heartstone.....ART U 7.00
● Time Warp.....SOR R 9.00	● Heat of Battle.....EN U .50
● Tooth and Claw.....EN R 2.50	● Hermit Druid.....SC R 3.00
● Torture Chamber.....ART R 3.50	● Hesitation.....EN U .50
● Tradewind Rider.....SC R 10.00	● Hidden Retreat.....EN R 3.00
● Unstable Shapeshifter.....SC R 3.50	● Horn of Gloom.....ART R 3.50
● Vac Township.....LAN U .75	● Intruder Alert.....EN R 3.50
● Verdant Force.....SC R 7.50	● Invasion Plans.....EN R 3.00
● Verdigris.....INS U .50	● Jinxed Ring.....ART R 3.00
● What I'd-Id.....SC R 4.00	● Mask of the Mimic.....INS U .50
● Warmth.....EN U .75	● Megrim.....EN U 1.00
● Wasteland.....LAN U 3.00	● Mind Peel.....SOR U .50
● Whim of Volrath.....INS R 4.00	● Mindwarper.....SC R 3.00
● Whispers of the Muse.....INS U 1.00	● Mogg Infestation.....SOR U .50
● Wind Dancer.....SC U .50	● Mogg Mariner.....SC U .50
● Winds of Rath.....SOR R 4.50	● Mortuary.....EN R 3.00
● Wood Sage.....SC R 3.00	● Max Diamond.....ART R 15.00

STRONGHOLD

WIZARDS OF THE COAST-1998

Full Set (143 cards).....115.00

Starter Deck (60 cards).....9.00

Sleeper Personality

Conflict

It's funny enough that Jerry Doyle, who played Security Chief Garibaldi on "Babylon 5," haphazardly fell into the role after being a jet pilot and stockbroker. It gets really funny when you learn he married Andrea Thompson, who played evil Talia Winters on the show. Though the marriage is no more, space love lives on among the cast of "Deep Space Nine."

DOUBLE TAKES

CUTEST COUPLE

It's funny enough that Jerry Doyle, who played Security Chief Garibaldi on "Babylon 5," haphazardly fell into the role after being a jet pilot and stockbroker. It gets really funny when you learn he married Andrea Thompson, who played evil Talia Winters on the show. Though the marriage is no more, space love lives on among the cast of "Deep Space Nine."

● Sarcasmancy.....EN R 4.00	● Scabland.....LAN R 4.50
● Scalding Tongues.....ART R 4.00	● Scorched Earth.....SOR R 3.50
● Scragnoth.....SC U 1.00	● Screaming Harry.....SC U .50
● Scroll Rack.....ART R 5.50	● Selenia, Dark Angel.....SC R 4.00
● Shocker.....SC R 4.00	● Sky Spirit.....SC U 1.00
● Skyshroud Forest.....LAN R 4.00	● Skyshroud Vampire.....SC U 1.00
● Solitari Emissary.....SC R 3.00	● Solitari Gummillas.....SC R 3.00
● Solitari Monk.....SC U 1.00	● Solitari Priest.....SC U 1.00

● Acidic Silver.....SC U .75	● Amok.....EN R 2.50
● Awakening.....EN R 4.00	● Bottomless Pit.....EN U .50
● Burgeoning.....EN R 3.50	

● Catapult.....SOR R 8.00	● City of Traitors.....LAN R 4.00
● Coat of Arms.....ART R 11.00	● Convalescence.....EN R 3.00
● Dauthi Warlord.....SC U 1.00	● Dominating Lich.....SC R 3.00
● Entropic Specter.....SC R 3.00	● Ephemeron.....SC R 3.00
● Equilibrium.....EN R 4.00	● Erratic Portal.....ART R 4.00
● Exalted Dragon.....SC R 4.00	● Fighting Chance.....INS R 3.00
● Forbid.....INT U 1.00	● Habred.....INS R 4.00
● Limited Resources.....EN R 4.00	● Manahond.....EN R 3.00
● Memory Crystal.....ART R 3.50	● Mind Maggots.....SC U .75
● Mind Over Matter.....EN R 4.50	● Mindless Automaton.....AC R 2.50
● Mirri, Cat Warrior.....SC R 3.00	● Monstrous Hound.....SC R 2.50
● Null Brooch.....ART R 5.00	● Oath of Druids.....EN R 7.00
● Oath of Ghouls.....EN R 4.00	● Oath of Legions.....EN R 3.50
● Oath of Mages.....EN R 3.00	● Oath of Scholars.....EN R 3.00
● Ogre Shaman.....SC R 3.00	● Paladin en-Vec.....SC R 5.00
● Pandemonium.....EN R 5.50	● Pit Spawn.....SC R 4.00
● Plaguebearer.....SC R 3.00	● Ravenous Baboon.....SC R 3.00

EXODUS

WIZARDS OF THE COAST-1998

Full Set (143 cards).....115.00

Starter Deck (60 cards).....9.50

Starter Box (12 decks).....115.00

Booster Pack (15 cards).....3.00

Booster Box (36 packs).....82.00

Commons.....10

Unlisted Uncommons.....1.00

● Cataclysm.....SOR R 8.00	● City of Traitors.....LAN R 4.00
● Coat of Arms.....ART R 11.00	● Convalescence.....EN R 3.00
● Dauthi Warlord.....SC U 1.00	● Dominating Lich.....SC R 3.00
● Entropic Specter.....SC R 3.00	● Ephemeron.....SC R 3.00
● Equilibrium.....EN R 4.00	● Erratic Portal.....ART R 4.00
● Exalted Dragon.....SC R 4.00	● Fighting Chance.....INS R 3.00
● Forbid.....INT U 1.00	● Habred.....INS R 4.00
● Limited Resources.....EN R 4.00	● Manahond.....EN R 3.00
● Memory Crystal.....ART R 3.50	● Mind Maggots.....SC U .75
● Mind Over Matter.....EN R 4.50	● Mindless Automaton.....AC R 2.50
● Mirri, Cat Warrior.....SC R 3.00	● Monstrous Hound.....SC R 2.50
● Null Brooch.....ART R 5.00	● Oath of Druids.....EN R 7.00
● Oath of Ghouls.....EN R 4.00	● Oath of Legions.....EN R 3.50
● Oath of Mages.....EN R 3.00	● Oath of Scholars.....EN R 3.00
● Ogre Shaman.....SC R 3.00	● Paladin en-Vec.....SC R 5.00
● Pandemonium.....EN R 5.50	● Pit Spawn.....SC R 4.00
● Plaguebearer.....SC R 3.00	● Ravenous Baboon.....SC R 3.00

URZAS'S SAGA

WIZARDS OF THE COAST-1998

Full Set (335 cards).....200.00
Booster Pack (15 cards).....3.00
Booster Box (36 packs).....85.00
Starter Deck (75 cards).....10.00
Starter Box (12 decks).....90.00
Commons.....10
Unlisted Uncommons.....1.00
Unlisted Rares.....3.00

● Abundance.....EN R 4.50	● Abyssal Horror.....SC R 2.50
● Angelic Chorus.....EN R 5.00	● Arcane Laboratory.....EN U 1.00
● Argothian Enchantress.....SC R 5.50	● Argothian Wurm.....SC R 5.00
● Back to Basics.....EN R 4.00	● Barrin, Master Wizard.....SC R 4.50
● Barrin's Codex.....ART R 3.50	● Bedlam.....EN R 3.50
● Catastrophe.....SOR R 4.50	● Child of Gaia.....SC R 4.00
● Chimeric Staff.....ART R 4.50	● Citadel Centaurs.....SC R 5.00
● Citadel Flute.....ART R 4.00	● Citadel Hierophants.....SC R 3.50
● Dark Hellion.....SC R 4.50	● Dark Hatchling.....SC R 4.00
● Discordant Darge.....EN R 3.50	● Drifting Djinn.....SC R 4.00
● Eastern Paladin.....SC R 4.00	● Electryte.....SC R 3.50
● Elite Archers.....SC R 3.50	● Endless Wurm.....SC R 4.00
● Energy Field.....EN R 5.00	● Exploration.....EN R 4.00
● Faith Healer.....SC R 3.50	● Fault Line.....INS R 4.00
● Gaea's Cradle.....LAN R 13.00	● Gamble.....SOR R 4.00
● Gilded Drake.....SC R 4.00	● Glorious Anthem.....EN R 5.00
● Grafted Skullcap.....ART R 3.50	● Great Whale.....SC R 5.00
● Greater Good.....EN R 4.00	● Greater Pastures.....EN R 3.50
● Herald of Serra.....SC R 3.50	● Ill-Gotten Gains.....SOR R 4.00
● Imaginary Pet.....SC R 3.50	● Karn, Silver Golem.....AC R 3.50
● Lifeline.....ART R 4.50	● Lightning Dragon.....SC R 5.50
● Lightning Dragon (Promo).....SC R 15.00	● Lotus Blossom.....ART R 4.50
● Lurking Evil.....EN R 3.50	● Maelstrom Revel.....EN R 3.50
● Mishra's Helix.....ART R 3.50	● Morphling.....SC R 8.00
● Nectric Scales.....ART R 3.50	● Ogel Archangel.....EN R 5.00
● Ogel Titan.....EN R 4.00	● Oppression.....EN R 3.50
● Parah.....SC R 4.00	● Persecute.....SC R 5.00
● Phyrexian Calculus.....ART R 4.00	● Phyrexian Processor.....ART R 5.00
● Phyrexian Tower.....LAN R 3.75	● Planar Birth.....SOR R 3.50
● Seasoned Marshal.....SC R 1.50	● Serra Avatar.....SC R 12.50
● Serra's Lullaby.....LAN R 3.50	● Serra's Sanctum.....LAN R 4.50
● Shivan Golem.....LAN R 5.50	● Shivan Hellkite.....SC R 5.50
● Show and Tell.....SOR R 1.50	● Smokestack.....ART R 5.00
● Sneak Attack.....EN R 6.50	● Smokephores.....SC R 3.50
● Stronk of Genius.....INS R 8.50	● Sunder.....INS R 4.50
● Tainted Ether.....EN R 3.50	● Temporal Aperture.....ART R 3.50
● Thron Quarry.....LAN R 8.00	● Time Spiral.....SOR R 5.00
● Tolarian Academy.....LAN R 4.50	● Umbilicus.....ART R 3.50
● Vernal Bloom.....EN R 3.50	● Whetstone.....SC R 3.50

MAGIC DATA

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
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ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	FL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

● Whirlwind	...SOR R	3.50
● Wildfire	...SOR R	4.50
● Warp	...EN R	5.50
● Wargmoth's Will	...SOR R	7.00
● Zephid	...SC R	4.00

URZA'S LEGACY

WIZARDS OF THE COAST-1999

Full Set (143 cards)	85.00
Preconstructed Starter Deck (75 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	105.00
Commons	10
Unlisted Uncommons	75

● Anthroplasm	...SC R	3.50
● Archivist	...SC R	4.00
● Avalanche Riders	...SC U	1.00
● Beast of Burden	...AC R	4.00
● Blessed Reversal	...INS R	4.00
● Brink of Madness	...EN R	3.50
● Crawspace	...ART R	4.00
● Damping Engine	...ART R	4.00
● Defense Grid	...ART R	5.00
● Defense of the Heart	...EN R	4.50
● Delusions of Mediocrity	...EN R	4.00
● Deranged Hermit	...SC R	5.00
● Eviscerator	...SC R	4.00
● Fleeting Image	...SC R	4.00
● Goblin Welder	...SC R	3.00
● Grim Monolith	...ART R	7.00
● Hidden Gibbons	...EN R	4.00
● Impending Disaster	...EN R	4.50
● Iron Maiden	...ART R	4.50
● Karmic Guide	...SC R	4.00
● Lurking Skirge	...EN R	3.50
● Memory Jar	...ART R	4.00
● Might of Oaks	...INS R	7.00
● Molten Hydra	...SC R	4.00
● Multani, Mara-Sorcerer	...SL R	6.00
● No Mercy	...EN R	6.00
● Opal Avenger	...EN R	4.00
● Palinchron	...SC R	6.50
● Phryxian Plaguelord	...SC R	3.50
● Planar Collapse	...EN R	5.00
● Purify	...SOR R	4.00
● Pyromancy	...EN R	5.00
● Quicksilver Amulet	...ART R	4.00
● Radiant, Archangel	...SL R	6.00
● Ring of Gix	...ART R	6.00
● Rivalry	...EN R	4.00
● Scrapheap	...ART R	3.50
● Second Chance	...EN R	5.50
● Shivan Phoenix	...SC R	5.50
● Subversion	...EN R	3.50
● Thran Lens	...ART R	4.00
● Thran War Machine	...AC U	1.00
● Thran Weaponry	...ART R	3.00
● Urza's Blueprints	...ART R	4.00
● Weatherseed Treefolk	...SC R	6.00
● Wheel of Torture	...ART R	4.00

URZA'S LEGACY (FOIL SET)

WIZARDS OF THE COAST-1999

Full Set (143 cards)	1,900.00
Unlisted Commons	3.00
Unlisted Uncommons	12.00

● Angel's Trumpet	...ART U	7.00
● Anthroplasm	...SC R	18.00
● Archivist	...SC R	22.00
● Avalanche Riders	...AC U	0.10
● Beast of Burden	...AC R	22.00
● Blessed Reversal	...INS R	22.00
● Bleasted Toad	...SC U	9.00
● Bone Shredder	...SC U	9.00
● Brink of Madness	...EN R	20.00
● Crawspace	...ART R	20.00
● Damping Engine	...ART R	22.00
● Defense Grid	...ART R	22.00
● Defense of the Heart	...EN R	24.00
● Delusions of Mediocrity	...EN R	25.00
● Deranged Hermit	...SC R	20.00
● Eviscerator	...SC R	20.00
● Faerie Conclave	...LAN U	9.00
● Fleeting Image	...SC R	22.00
● Forbidding Watchtower	...LAN U	9.00
● Gang of Elk	...SC U	8.00
● Ghitu War Cry	...EN R	8.00
● Goblin Welder	...SC R	20.00
● Grim Monolith	...ART R	25.00
● Harmonic Convergence	...INS U	8.00
● Hidden Gibbons	...EN R	22.00
● Hope and Glory	...INS U	8.00
● Impending Disaster	...EN R	20.00
● Iron Maiden	...ART R	20.00
● Jhorra's Toolbox	...AC U	9.00
● Karmic Guide	...SC R	22.00
● Lone Wolf	...SC U	7.00
● Lurking Skirge	...EN R	20.00
● Memory Jar	...ART R	20.00
● Might of Oaks	...INS R	25.00
● Molten Hydra	...SC R	22.00
● Mother of Runes	...SC U	9.00
● Multani, Mara-Sorcerer	...SL R	32.00

● No Mercy	...EN R	30.00
● Opal Avenger	...EN R	20.00
● Opportunity	...INS U	9.00
● Palinchron	...SC R	30.00
● Phryxian Plaguelord	...SC R	22.00
● Phryxian Reclamation	...EN U	9.00
● Planar Collapse	...EN R	25.00
● Purify	...SOR R	20.00
● Pyromancy	...EN R	22.00
● Quicksilver Amulet	...ART R	22.00
● Radiant, Archangel	...SL R	32.00
● Ring of Gix	...ART R	40.00
● Rivalry	...EN R	20.00
● Scrapheap	...ART R	20.00
● Second Chance	...EN R	22.00
● Shivan Phoenix	...SC R	22.00
● Simian Grunts	...SC C	5.00
● Spawning Pool	...LAN U	8.00
● Subversion	...EN R	22.00
● Thran Lens	...ART R	22.00
● Thran Weaponry	...ART R	20.00
● Urza's Blueprints	...ART R	20.00
● Vashino Cuthroat	...SC U	8.00
● Vashino Heretic	...SC U	8.00
● Weatherseed Treefolk	...SC R	25.00
● Wheel of Torture	...ART R	20.00
● Wing Snare	...SOR U	7.00

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Full Set (143 cards)	85.00
Preconstructed Starter Deck (75 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	95.00
Commons	10
Unlisted Uncommons	75

● Academy Rector	...SC R	4.75
● Ancient Silverback	...SC R	4.50
● Apprentice Necromancer	...SC R	3.50
● Attrition	...EN R	4.00
● Aura Thief	...SC R	4.00
● Blizzard Elemental	...SC R	4.00
● Bloodshot Cyclops	...SC R	4.00
● Body Snatcher	...SC R	3.50
● Brine Seer	...SC U	1.00
● Caltrop	...ART U	1.00
● Carnival of Souls	...EN R	3.00
● Cinder Seer	...SC U	1.00
● Covetous Dragon	...SC R	6.00
● Donate	...SOR R	4.00
● Elish Piper	...SC R	4.00
● Emperor Crocodile	...SC R	5.00
● Eradicate	...SOR U	5.00
● False Prophet	...SC R	5.00
● Field Surgeon	...SC C	4.00
● Flicker	...SOR R	4.00
● Goblin Festival	...EN R	3.00
● Goblin Marshal	...SC R	4.00
● Hunting Moa	...SC U	1.00
● Impatience	...EN R	3.00
● Ivy Seer	...SC U	1.00
● Junk Diver	...AC R	4.00
● Keldon Champion	...SC U	1.00
● Landslide	...SOR U	1.00
● Master Healer	...SC R	4.00
● Mastocore	...AC R	15.00
● Metalworker	...AC R	4.00
● Nightshade Seer	...SC U	1.00
● Opalescence	...EN R	3.50
● Opposition	...EN R	4.50
● Pattern of Rebirth	...EC R	4.00
● Phryxian Negator	...SC R	4.50
● Plow Under	...SOR R	4.00
● Powder Keg	...ART R	6.00
● Quash	...INS U	1.00
● Rapid Decay	...INS R	3.00
● Rayne, Academy Chancellor	...SC R	4.00
● Reprecussion	...EN R	4.00
● Replenish	...SOR R	4.00
● Refollos, Llanowar Emissary	...SC R	4.50
● Scour	...INS U	1.00
● Scrying Glass	...ART R	4.00
● Storage Matrix	...ART R	4.50
● Temporal Adrift	...SC R	4.50
● Tethered Gnefit	...SC R	4.00
● Thieving Magpie	...SC U	1.00
● Thran Elemental	...SC R	7.50
● Thran Golem	...AC R	5.00
● Treachery	...EC R	6.00
● Urza's Incubator	...ART R	4.00
● Wake of Destruction	...SOR R	4.50
● Yawmaya Enchantress	...SC U	1.00
● Yawmaya Hollow	...LAN R	4.50
● Yawmuth's Bargain	...EN R	7.50

URZA'S DESTINY (FOIL SET)

WIZARDS OF THE COAST-1999

Full Set (143 cards)	900.00
Unlisted Commons	2.50
Unlisted Uncommons	3.50

● Academy Rector	...SC R	16.00
● Ether Sting	...EN U	4.00
● Ancient Silverback	...SC R	16.00

● Apprentice Necromancer	...SC R	14.00
● Attrition	...EN R	12.00
● Aura Thief	...SC R	14.00
● Blizzard Elemental	...SC R	14.00
● Bloodshot Cyclops	...SC R	12.00
● Body Snatcher	...SC R	12.00
● Caltrop	...ART U	5.00
● Carnival of Souls	...EN R	12.00
● Covetous Dragon	...SC R	20.00
● Donate	...SOR R	12.00
● Elish Piper	...SC R	14.00
● Emperor Crocodile	...SC R	20.00
● Eradicate	...SOR U	6.00
● False Prophet	...SC R	14.00
● Field Surgeon	...SC R	12.00
● Flicker	...SOR R	14.00
● Fodder Cannon	...ART U	4.50
● Goblin Berserker	...SC U	4.00
● Goblin Festival	...EN R	12.00
● Goblin Marshal	...SC R	15.00

MERCADIAN MASQUES

WIZARDS OF THE COAST-1999

Full Set (350 cards)	200.00
Tournament Packs (75 cards)	3.00
Starter Box (12 decks)	100.00



DOUBLE TAKES

BEST CLONE
You may know him as Lt. Tom Paris on "Star Trek: Voyager," but years before, Robert Duncan McNeill took up the role of Nick Locarno who lured poor, innocent Starfleet Academy cadet Wesley Crusher into covering up an accidental death while practicing a banned flight maneuver with Nova Squadron. In the end, Wes squealed like a pig, and it was all over for Nick.

● Heart Warden	...SC C	3.00
● Hunting Moa	...SC U	5.00
● Impatience	...EN R	12.00
● Indecent Drake	...SC U	4.00
● Jasmine Seer	...SC U	4.00
● Junk Diver	...AC R	12.00
● Keldon Champion	...SC U	4.50
● Landslide	...SOR U	4.00
● Master Healer	...SC R	15.00
● Mastocore	...AC R	44.00
● Metalworker	...AC R	15.00
● Opalescence	...EN R	12.00
● Opposition	...EN R	16.00
● Pattern of Rebirth	...EC R	16.00
● Phryxian Negator	...SC R	20.00
● Plow Under	...SOR R	15.00
● Powder Keg	...ART R	25.00
● Quash	...INS U	1.00
● Rapid Decay	...INS R	12.00
● Ravenous Rats	...SC C	2.50
● Rayne, Academy Chancellor	...SC R	14.00
● Reprecussion	...EN R	15.00
● Replenish	...SOR R	15.00
● Refollos, Llanowar Emissary	...SC R	22.00
● Scour	...INS U	5.00
● Scrying Glass	...ART R	12.00
● Serra Advocate	...SC U	4.50
● Sowing Salt	...SOR U	4.00
● Storage Matrix	...ART R	14.00
● Tethered Gnefit	...SC R	15.00
● Temporal Adrift	...SC R	16.00
● Thieving Magpie	...SC U	7.50

Booster Pack (15 cards)	3.00
Booster Box (36 packs)	85.00
Unlisted Commons	10
Unlisted Uncommons	75

● Aerial Caravan	...SC R	3.50
● Armistice	...EN R	4.00
● Assembly Hall	...ART R	3.50
● Ballista Squad	...SC U	1.00
● Bargaining Tables	...ART R	3.50
● Battle Squadron	...SC R	4.00
● Bifurcate	...SOR R	3.50
● Black Market	...EN R	3.00
● Blood Hound	...SC R	3.00
● Blood Oath	...INS R	3.50
● Brawl	...INS R	3.00
● Bribery	...SOR R	4.00
● Caller of the Hunt	...SC R	4.00
● Cateran Overlord	...SC R	4.50
● Cateran Slaver	...SC R	4.00
● Cateran Summons	...SOR U	1.00
● Cave-In	...SOR R	3.50
● Chameleon Spirit	...SC U	1.00
● Chansma	...EC R	4.50
● Charmed Griffin	...SC U	1.00
● Cho-Arim Alchemist	...SC R	4.00
● Cho-Arim Bruiser	...SC R	3.00
● Cho-Arim Legate	...SC R	1.00
● Cho-Manno, Revolutionary	...SC R	5.00
● Cinder Elemental	...SC U	1.00
● Clear the Land	...SOR R	4.00
● Close Quarters	...EN U	1.00

● Coastal Piracy	...EN U	1.00
● Collective Unconscious	...SOR R	5.00
● Common Cause	...SOR R	3.50
● Conspiracy	...EN R	3.00
● Cornered Market	...EN R	3.00
● Corrupt Official	...SC R	3.00
● Cowardice	...EN R	4.00
● Crackdown	...EN R	4.00
● Crag Saurian	...SC R	3.00
● Crooked Scales	...ART R	3.00
● Crumbling Sanctuary	...ART R	3.50
● Cruststrider	...SC R	4.00
● Deepwood Elder	...SC R	3.00
● Deliriah	...SC R	3.50
● Distorting Lens	...SC R	4.00
● Dust Bowl	...LAN R	4.50
● Embargo	...SC R	4.00
● Enthrison	...SC R	3.00
● Extortion	...SOR R	3.50
● Extravagant Spirit	...SC R	3.00
● Eye of Ramos	...ART R	4.00
● Failing Manticores	...ART R	4.00
● Food Chain	...EN R	4.00
● Forced March	...SOR R	4.00
● Foster	...EN R	4.00
● Fountain Watch	...SC R	4.00
● Game Preserve	...EN R	3.00
● General's Regalia	...ART R	3.00
● Haunted Crossroads	...EN U	1.00
● Heart of Ramos	...ART R	4.00
● High Market	...LAN R	4.00
● Honor the Fallen	...INS R	4.00
● Horn of Plenty	...ART R	3.00
● Horn of Ramos	...ART R	4.00
● Hunted Wumpus	...SC U	1.00
● Instigator	...SC R	3.00
● Ivory Mask	...EN R	5.00
● Jhovall Queen	...SC R	3.50
● Karn's Touch	...INS R	3.00
● Kyren Archivist	...ART R	3.00
● Kyren Toy	...ART R	3.00
● Lava Runner	...SC R	4.00
● Liability	...EN R	3.00
● Lithophage	...SC R	4.00
● Magistrate's Scepter	...ART R	5.00
● Megatherium	...SC R	3.00
● Mercadian Altar	...ART R	4.00
● Mercadian Lift	...ART R	3.00
● Midnight Ritual	...SOR R	3.00
● Misdirection	...INS R	3.50
● Monkey Cage	...ART R	3.50
● Natural Affinity	...INS R	3.00
● Nether Spirit	...SC R	4.00
● Notorious Assassin	...SC R	4.00
● Omin's Cure	...INS U	25
● Overtaker	...SC R	4.00
● Pangosaur	...SC R	3.00
● Power Matrix	...ART R	5.00
● Pulverize	...SOR R	3.50
● Puppet's Verdict	...INS R	3.00
● Ramossan Sky Marshal	...SC R	4.00
● Rappelling Scouts	...SC R	3.00
● Reverent Mantra	...INS R	3.00
● Rhishadan Brigand	...SC R	3.00
● Rhishadan Pawnshop	...ART R	4.00
● Rhishadan Port	...LAN R	16.00
● Rushwood Elemental	...SC R	6.00
● Saber Ants	...SC U	1.25
● Sand Squid	...SC R	3.00
● Saprazzan Bailiff	...SC R	3.00
● Saprazzan Herd	...SC R	4.00
● Saproling Burst	...EN R	9.00
● Scandalmonger	...SC U	1.00
● Security Detail	...EN R	3.00
● Seismic Mage	...SC R	4.50
● Silent Assassin	...SC R	3.50
● Skull of Ramos	...ART R	4.00
● Soothsaying	...EN U	2.00
● Spiritual Focus	...EN R	3.50
● Spontaneous Generation	...SOR R	4.00
● Squeeze, Goblin Nabob	...SL R	5.50
● Squeeze	...EN R	4.00
● Statecraft	...EN R	3.50
● Tectonic Break	...SOR R	4.00
● Territorial Dispute	...EN R	4.00
● Thieves' Auction	...SOR R	3.50
● Thrashing Wumpus	...SC R	3.50
● Thwart	...INS U	1.00
● Tidal Kraken	...SC R	5.00
● Tooth of Ramos	...ART R	3.50
● Tower of the Magistrate	...LAN R	4.00
● Trade Routes	...EN R	5.00
● Tremor	...SOR C	15
● Two-headed Dragon	...SC R	5.00

MAGIC

The Gathering®

Price Guide

● Aerial Caravan	SC	R	12.00	● Crag Saurian	SC	R	12.00
○ Afterlife	INS	U	4.50	● Crooked Scales	ART	R	13.00
○ Amistice	EN	R	12.00	● Crumbling Sanctuary	ART	R	15.00
● Arms Dealer	SC	U	3.50	● Dawnstrider	SC	R	14.00
● Assembly Hall	ART	R	12.00	● Deathgazer	SC	U	4.50
● Barbed Wire	ART	U	4.50	● Deepwood Elder	SC	R	12.00
● Bargaining Tables	ART	R	12.00	● Delirach	SC	R	20.00
● Battle Squadron	SC	R	12.00	● Distorting Lens	ART	R	12.00
● Briarclate	SOR	R	12.00	● Dust Bowl	LAN	R	14.00
● Black Market	EN	R	14.00	● Embargo	EN	R	12.00
● Blood Hound	SC	R	12.00	● Enslaved Horror	SC	U	11.00
● Blood Oath	INS	R	12.50	● Enthroned	SC	R	13.00
● Boa Constrictor	SC	U	4.50	● Extortion	SOR	R	12.00
● Brawl	INS	R	12.00	● Extravagant Spirit	SC	R	13.00
● Briar Patch	EN	U	4.50	● Eye of Rams	ART	R	12.00
● Bribery	SOR	R	18.00	● Failing Mantle	SC	R	12.00
● Cackling Witch	SC	U	4.50	● Food Chain	EN	R	12.00
● Caller of the Hunt	SC	R	15.00	● Forced March	SOR	R	15.00
● Cateran Kidnappers	SC	U	4.50	● Foster	EN	R	12.00
● Cateran Overlord	SC	R	15.00	● Fountain Watch	SC	R	12.00
● Cateran Slaver	SC	R	15.00	● Game Preserve	EN	R	12.00
● Cateran Summons	SOR	U	5.00	● General's Regalia	ART	R	12.00
● Caustic Wasps	SC	U	4.50	● Haunted Crossroads	EN	U	10.00
● Cave-In	SOR	R	12.00	● Heart of Rams	ART	R	12.00
● Chameleon Spirit	SC	U	8.00	● High Market	LAN	R	12.00
● Charisma	EC	R	13.00	○ Honor the Fallen	INS	R	12.00

● Kyren Toy	ART	R	12.00	● Lava Runner	SC	R	12.00
● Liability	EN	R	13.00	● Lithophage	SC	R	12.00
● Lumbering Satyr	SC	U	5.00	● Lure	EC	U	4.50
● Megetherium	SC	R	12.00	● Magistrate's Scepter	ART	R	18.00
● Mercadian Atlas	ART	R	14.00	● Mercadian Bazaar	LAN	U	8.00
● Mercadian Lift	ART	R	12.00	● Midnight Ritual	SOR	R	12.00
● Misdirection	INS	R	20.00	● Monkey Cage	ART	R	12.00
● Natural Affinity	INS	R	12.00	● Nether Spirit	SC	R	12.00
● Noble Purpose	EN	U	5.00	● Notorious Assassin	SC	R	12.00
● Overtake	SC	R	12.00	● Pangosaur	SC	R	12.00
● Power Matrix	ART	R	15.00	● Pulerizer	SOR	R	12.00
● Puppet's Verdict	INS	R	13.00	● Rain of Tears	SOR	U	4.50
● Ramon's Sky Marshal	SC	R	15.00	● Ravelling Spirit	SC	R	12.00
● Reckless	SC	R	12.00	● Reverent Mantra	INS	R	12.00
● Righteous Indignation	EN	U	4.50	● Rishadan Brigand	SC	R	12.00
● Rishadan Pawnshop	ART	R	13.00	● Rishadan Port	LAN	R	50.00
● Rushwood Elemental	SC	R	18.00	● Saber Ants	SC	U	5.00
● Sand Squid	SC	R	12.00	● Saprazzan Bailiff	SC	R	12.00
● Saprazzan Heir	SC	R	12.00	● Security Detail	EN	R	12.00
● Seismic Mage	SC	R	20.00	● Silent Assassin	SC	R	13.00
● Skull of Rams	ART	R	12.50	● Soothsaying	EN	U	7.00
● Spontaneous Generation	SOR	R	12.00	● Squeez	EN	R	12.00
● Squeez	EN	R	12.00	● Statecraft	EN	R	13.00
● Stator Circle	EN	U	4.50	● Tectonic Break	SOR	R	12.00
● Territorial Dispute	EN	R	12.00	● Thieves' Auction	SOR	R	12.00
● Thrashing Wumpus	SC	R	20.00	● Thwart	INS	U	4.50
● Tidal Kraken	SC	R	16.00	● Timid Drake	SC	U	4.50
● Tooth of Rams	ART	R	12.00	● Tower of the Magistrate	LAN	R	12.00
● Trade Routes	EN	R	15.00	● Two-headed Dragon	SC	R	30.00
● Undertaker	SC	U	12.00	● Unmask	SOR	R	12.00
● Unnatural Hunger	EC	R	14.00	● Vernal Equinox	EN	R	12.00
● Vine Dryad	SC	R	12.00	● Warmonger	SC	U	8.00
● Wave of Reckoning	SOR	R	12.00	● Worry Beads	ART	R	12.00

● Pale Moon	INS	R	3.50	● Parallax Inhibitor	ART	R	3.50
● Parallax Nexus	EN	R	4.00	● Parallax Tide	EN	R	5.00
● Parallax Wave	EN	R	5.00	● Predator, Flagship	ART	R	8.50
● Racking	ART	U	1.25	● Rath's Edge	LAN	R	4.50
● Rath's Assassin	SC	R	4.00	● Rhox	SC	R	4.50
● Rising Waters	EN	R	3.00	● Rootwater Thief	SC	R	8.50
● Rupture	SOR	U	1.00	● Saproling Burst	EN	R	5.00
● Saproling Cluster	EN	R	5.00	● Shrieking Mogg	SC	R	4.00
● Siivi's Valor	INS	R	3.50	● Skyshroud Behemoth	SC	R	4.50
● Skyshroud Poachers	SC	R	4.00	● Slitpale Serpent	SC	R	3.50
● Spiritual Asylum	EN	R	4.00	● Stampede Driver	SC	U	1.00
● Stronghold Biologist	SC	U	1.50	● Stronghold Gambit	SOR	R	3.50
● Stronghold Machinist	SC	U	1.00	● Tangle Wire	ART	R	8.00
● Terrain Generator	LAN	U	1.00	● Vicelord	AC	U	1.25
● Volrath the Fallen	SC	R	5.00				

● Barbed Field	EL	U	1.00	● Blessed Wind	SOR	R	3.00
● Bog Elemental	SC	R	3.00	● Brutal Suppression	EN	U	1.00
● Celestial Convergence	EN	R	3.50	● Chilling Apparition	SC	U	1.00
● Chimeric Idol	ART	U	2.00	● Citadel of Pain	EN	U	2.00
● Citadel of Pain	EN	U	2.00	● Coffin Puppets	SC	R	3.00
● Copper-Leaf Angel	AC	R	4.00	● Daba	SC	U	1.00
● Daring Wind	SOR	R	6.00	● Dual Nature	EN	R	3.00
● Elephant Resurgence	SOR	R	3.00	● Endbringer's Revel	EN	U	1.00
● Entangler	EC	U	1.00	● Excavation	EN	U	1.00
● Fickle Eret	SC	R	3.00	● Flameshot	SOR	U	1.00
● Flowering Field	EL	U	1.00	● Forgotten Harvest	EN	R	3.00
● Glittering Lion	SC	U	1.00	● Greel, Mind Raker	SL	R	10.00
● Heightened Awareness	EN	R	5.00	● Hollow Warrior	AC	U	1.00
● Infernal Genesis	EN	R	3.00	● Jeweled Spirit	SC	R	3.00
● Joralei, Empress of Beasts	SL	R	5.00	● Keldon Arcanist	SC	U	1.00
● Keldon Battlemage	AC	R	3.00	● Keldon Firebombers	SC	R	4.00
● Keldon Overseer	SC	U	1.00	● Lesser Gargadon	SC	R	6.00
● Living Terrain	EL	U	1.00	● Mageta, the Lion	SL	R	9.00
● Mercenary Informer	SC	R	6.00	● Mirror Strike	INS	U	1.00
● Mungha Wurm	SC	R	4.00	● Nakaya Shade	SC	U	1.00
● Noxious Field	EL	U	1.00	● Outbreak	SOR	U	1.00
● Overburden	EN	R	4.00	● Pit Raptor	SC	U	1.00
● Plague Wind	SOR	R	4.00	● Psychic Theft	SOR	R	4.50
● Quicksilver Wall	SC	U	1.00	● Rebel Informer	SC	R	6.00
● Reveille Squad	SC	U	1.00	● Rhystic Cave	LAN	U	1.00
● Rhystic Scrying	SOR	U	1.00	● Rhystic Syphon	SOR	U	1.00
● Rhystic Tutor	SOR	R	6.00	● Root Gate	EN	U	1.00
● Samite Sanctuary	EN	R	3.00	● Scoria Cat	SC	U	1.00
● Search for Survivors	SOR	R	3.00	● Searing Wind	INS	R	5.00
● Shield Dancer	SC	U	1.00	● Shrouded Serpent	SC	R	3.00
● Spiketail Drake	SC	U	1.00	● Spitting Spider	SC	U	1.00
● Squirrel Wrangler	SC	R	6.00	● Sunken Field	EL	U	1.00
● Sword Dancer	SC	U	1.00	● Task Mage Assembly	EN	R	3.00
● Troublesome Spirit	SC	R	3.00	● Verdant Field	EL	U	1.00
● Vintara Snapper	SC	U	1.00	● Vitalizing Wind	INS	R	4.50
● Wall of Vipers	SC	U	1.00	● Well of Discovery	ART	R	4.00
● Whip Sergeant	SC	U	1.00	● Windcutter	SC	U	1.00
● Wing Storm	SOR	U	1.00	● Wintermoon Mesa	LAN	R	3.00

NEMESIS (FOIL SET)

WIZARDS OF THE COAST-2000

Full Set (143 cards)	850.00
Commons	2.00
Unfused Uncommons	4.00
Unfused Rares	10.00

● Ether Barrier	EN	R	8.00	● Ascendant Evincar	SC	R	22.00
● Avenger en-Dal	SC	R	10.00	● Belle's Portal	ART	R	12.00
● Blinding Angel	SC	R	25.00	● Complex Automaton	AC	R	12.00
● Death Pit Offering	EN	R	12.00	● Divining Witch	SC	R	12.00
● Dominate	INS	U	5.50	● Eye of Yawgmoth	ART	R	12.00
● Flowstone Overseer	SC	R	15.00	● Flowstone Slide	SOR	R	10.00
● Kill Switch	ART	R	14.00	● Kor Haven	LAN	R	19.00
● Laccolith Titan	SC	R	12.00	● Lin Siivi, Defiant Hero	SC	R	35.00
● Mana Cache	EN	R	12.00	● Massacre	SOR	U	7.00
● Murderous Betrayal	EN	R	12.00	● Oracle's Attendants	SC	R	12.00
● Overlaid Terrain	EN	R	12.00	● Pack Hunt	SOR	R	12.00
● Pale Moon	INS	R	12.00	● Parallax Inhibitor	ART	R	15.00
● Parallax Nexus	EN	R	15.00	● Parallax Tide	EN	R	18.00
● Parallax Wave	EN	R	20.00	● Predator, Flagship	ART	R	20.00
● Rath's Edge	LAN	U	15.00	● Rath's Assassin	SC	R	12.00
● Rhox	SC	R	15.00	● Rising Waters	EN	R	18.00
● Rootwater Thief	SC	R	35.00	● Saproling Burst	EN	R	14.00
● Sea Hunter	SC	R	15.00	● Shrieking Mogg	SC	R	12.00
● Siivi's Valor	INS	R	12.00	● Skyshroud Behemoth	SC	R	14.00
● Skyshroud Poachers	SC	R	14.00	● Slitpale Serpent	SC	R	12.00
● Spiritual Asylum	EN	R	14.00	● Stronghold Gambit	SOR	R	12.00
● Tangle Wire	ART	R	18.00	● Volrath the Fallen	SC	R	22.00

PROPHECY (FOIL SET)

WIZARDS OF THE COAST-2000

Full Set (143 cards)	90.00
Preconstructed Starter Deck (80 cards)	9.00
Booster Pack (15 decks)	3.30
Booster Pack (36 packs)	85.00
Commons	25

○ Abolish	INS	U	4.00	● Alexi, Zephyr Mage	SL	R	8.00
● Avatar of Fury	SC	R	20.00	● Avatar of Hope	SC	R	12.00
● Avatar of Might	SC	R	16.00	● Avatar of Will	SC	R	23.00
● Avatar of Woe	SC	R	28.00	● Barbed Field	EL	U	3.00
● Blessed Wind	SOR	U	11.00	● Bog Elemental	SC	R	8.00
● Brutal Suppression	EN	U	3.00	● Celestial Convergence	EN	U	8.00
● Chilling Apparition	SC	U	3.00	● Chimeric Idol	ART	U	5.00
● Citadel of Pain	EN	U	3.00				

Berlingoff Rasmussen

CIVILIAN

A thief from 22nd century New Jersey stole a time travel pod. Tried to pass as a 26th century historian to the crew of the 24th century U.S.S. Enterprise.

● Treachery
● Archaeology
● Greed

May nullify Time Travel Pod if present. (Discard both.)

INTEGRITY 2
 CUNNING
STRENGTH 4

DOUBLE TAKES

MOST CAFFINATED

How big a head do you need for it to have a show of its own? Matt Frewer's head became the most famous icon of the '80s. As Max Headroom, a disguised version of Frewer's torso-less cranium sold Coca Cola, interviewed rock stars and fought crime in a world ruled by television stations. Coincidentally, Matt later went on to play the Leader, a foe of the incredible Hulk with an abnormally large head.

○ Cho-Arim Alchemist	SC	R	15.00	● Horn of Plenty	ART	R	12.00
○ Cho-Arim Bruiser	SC	U	7.00	● Horn of Rams	ART	R	12.00
○ Cho-Manno, Revolutionary	SC	R	14.00	● Hunted Wumpus	SC	U	5.50
● Clear the Land	SOR	R	12.00	● Indentured Djinn	SC	U	5.00
● Collective Unconscious	SOR	R	16.00	● Instigator	SC	R	13.00
● Conspiracy	EN	R	12.00	● Ivory Mask	EN	R	20.00
● Cornered Market	EN	R	12.00	● Jhallow Queen	SC	R	14.00
● Corrupt Official	SC	R	13.00	● Jhallow Rider	SC	U	4.50
● Cowardice	EN	R	12.00	● Karn's Touch	INS	R	12.00
● Crackdown	EN	R	12.00	● Kyren Archive	ART	R	12.00

MAGIC DATA

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment INT Interrupt SC Summon Creature
 AC Artifact Creature EC Enchant Creature EW Enchant World LL Legendary Land SL Summon Legend
 CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

PRINCE OF DARKNESS
WENT UP
WENT DOWN
HEAVY TRADING
NEW SET

● Coffin Puppets	SC	R	8.00
● Copper-Leaf Angel	AC	R	25.00
● Darba	SC	U	3.00
● Denying Wind	SDR	R	20.00
● Dual Nature	EN	R	10.00
● Elephant Resurgence	SDR	R	8.00
● Endbringer's Revel	EN	U	3.00
○ Entangler	EC	U	4.00
● Excavation	EN	U	3.00
● Fickle Erbet	SC	R	8.00
● Flameshot	SDR	U	3.00
○ Flowering Field	EL	U	3.00
● Foil	INS	U	5.00
● Forgotten Harvest	EN	R	8.00
○ Glittering Lion	SC	U	3.00
● Grael, Mind Raker	SL	R	13.00
● Heightened Awareness	EN	R	8.00
● Hollow Warrior	AC	U	3.00
● Infernal Genesis	EN	R	8.00
○ Jeweled Spirit	SC	R	12.00
● Jolrael, Empress of Beasts	SL	R	15.00
● Keldon Arsonist	SC	U	3.00
● Keldon Battlewagon	AC	R	8.00
● Keldon Firebombers	SC	R	8.00
● Latulua, Keldon Overseer	SL	R	8.00
● Lesser Gargadon	SC	U	3.00
● Living Terrain	EL	U	4.00
○ Mageta, the Lion	SL	R	25.00
● Mana Vapors	SDR	U	3.00
○ Mercenary Informer	SC	R	8.00
○ Mirror Strike	INS	U	3.00
● Mungha Wurm	SC	R	12.00
● Nakaya Shade	SC	U	3.00
● Noxious Field	EL	U	4.00
● Outbreak	SDR	U	3.00
● Overburden	EN	R	8.00
● Pit Raptor	SC	U	3.00
● Plague Wind	SDR	R	12.00
● Psychic Theft	SDR	R	8.00
● Quicksilver Wall	SC	U	3.00
● Rebel Informer	SC	R	8.00
○ Reveille Squad	SC	U	3.00
● Rhystic Cave	LAN	U	8.00
● Rhystic Scrying	SDR	U	5.00
● Rhystic Syphon	SDR	U	3.00
● Rhystic Tutor	SDR	R	25.00
● Root Cane	EN	U	3.00
○ Samite Sanctuary	EN	R	8.00
● Scona Cat	SC	U	3.00
● Search for Survivors	SDR	R	8.00
● Searing Wind	INS	R	10.00
○ Sheltering Prayers	EN	R	8.00
○ Shield Dancer	SC	U	3.00
● Shrouded Serpent	SC	R	8.00
● Snag	INS	U	4.00
● Spiketail Drake	SC	U	5.00
● Spitting Spider	SC	U	3.00
● Squirrel Wrangler	SC	R	20.00
● Sunkun Field	EL	U	3.00
○ Sword Dancer	SC	U	3.00
● Task Mage Assembly	EN	R	8.00
● Troublesome Spirit	SC	R	8.00
● Verdant Field	EL	U	3.00
● Veteran Brawlers	SC	R	10.00
● Vintara Snapper	SC	U	3.00
● Vitalizing Wind	INS	R	15.00
● Wall of Vipers	SC	U	3.00
● Well of Discovery	ART	R	8.00
● Well of Life	ART	U	4.00
● Whip Sergeant	SC	U	3.00
● Windscooter	SC	U	3.00
● Wing Storm	SDR	U	3.00
● Wintmoon Mesa	LAN	R	10.00

PROMO CARDS

● Arena	5.50
● Giant Badger	5.50
● Mana Crypt	18.00
● Foil Duress	30.00
● Foil Gaea's Cradle	90.00
● Foil Pouncing Jaguar	52.00
● Foil Rewind	45.00
○ Foil Serra Angel	100.00
○ Foil Serra Avatar	60.00
● Foil Stroke of Genius	75.00
● Foil Thrax Quarry	45.00
● Nalathri Dragon	5.00
● Sewars of Estark	5.00
● Windseeker Centaur	5.00



MLB SHOWDOWN

WIZARDS OF THE COAST-2000

Full Set (517 cards)	95.00
Booster Pack (9 cards)	3.00
Starter Set (84 cards)	9.00
Booster Box (36 packs)	100.00
Unlisted Commons	.75

5 Chuck Finley	ANA	R	10.00
15 Jay Bell	ARI	R	8.00
23 Luis Gonzalez	ARI	R	8.00
24 Randy Johnson	ARI	R	18.00
30 Matt Williams	ARI	R	8.00

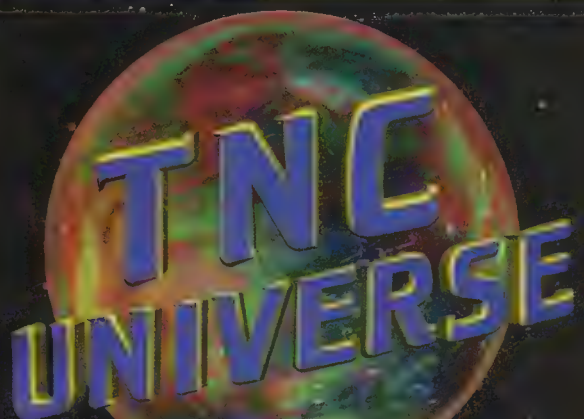
37 Chipper Jones	ATL	R	12.00
41 Gregg Maddux	ATL	R	10.00
42 Kevin Millwood	ATL	R	8.00
61 Cal Ripken, Jr.	BAL	R	16.00
67 Nomar Garciaparra	BOS	R	12.00
71 Pedro Martinez	BOS	R	25.00
94 Sammy Sosa	CUB	R	18.00
109 Frank Thomas	CHI	R	10.00
113 Sean Casey	CIN	R	10.00
116 Barry Larkin	CIN	R	10.00
124 Scott Williamson	CIN	R	6.00
126 Roberto Alomar	CLE	R	10.00
134 Kenny Lofton	CLE	R	10.00
136 Manny Ramirez	CLE	R	10.00
139 Jim Thome	CLE	R	10.00
156 Larry Walker	COL	R	10.00
170 Dean Palmer	DET	R	8.00
187 Jeff Bagwell	HOU	R	15.00
194 Carl Everett	HOU	R	8.00
195 Mike Hampton	HOU	R	8.00
202 Billy Wagner	HOU	R	10.00
203 Carlos Beltran	KC	R	8.00
220 Kevin Brown	LA	R	8.00
228 Gary Sheffield	LA	R	8.00
235 Jeremy Burnitz	MIL	R	8.00
242 David Nilsson	MIL	R	8.00
258 Brad Radke	MIN	R	8.00
267 Vladimir Guerrero	MON	R	12.00
278 Edgar Alfonzo	NYM	R	8.00
285 Ricky Henderson	NYM	R	10.00
290 Mike Piazza	NYM	R	10.00
296 Roger Clemens	NYV	R	10.00
297 David Cone	NYV	R	6.00
301 Derek Jeter	NYV	R	16.00
309 Mariano Rivera	NYV	R	13.00
311 Bernie Williams	NYV	R	10.00
315 Jason Giambi	OAK	R	8.00
326 Randy Velarde	OAK	R	7.00
327 Bobby Abreu	PHI	R	10.00
340 Curt Schilling	PHI	R	10.00
347 Brian Giles	PIT	R	8.00
348 Jason Kendall	PIT	R	10.00
359 Tony Gwynn	SD	R	10.00
361 Trevor Hoffman	SD	R	8.00
374 Barry Bonds	SF	R	10.00
391 Ken Griffey, Jr.	SEA	R	39.00
396 Edgar Martinez	SEA	R	10.00
400 Alex Rodriguez	SEA	R	20.00
412 Mark McGwire	STL	R	40.00
416 Fernando Tatis	STL	R	8.00
421 Jose Canseco	TB	R	8.00
440 Rafael Palmeiro	TEX	R	8.00
441 Ivan Rodriguez	TEX	R	10.00
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453 Tony Fernandez	TOR	R	6.00
455 Shawn Green	TOR	R	18.00
463 Bad Call	OFF	F	1.00
466 Clutch Hitting	OFF	F	1.00
467 Do or Die	OFF	F	1.00
468 Under the Middle	OFF	R	3.00
472 Get Under It	OFF	R	3.00
473 Great Lead	OFF	R	4.00
475 High Fives	OFF	R	3.00
477 Long Single	OFF	F	2.00
479 Out of Position	OFF	R	3.00
480 Play the Percentages	OFF	F	1.00
481 Rally Cap	OFF	F	1.00
482 Rattled	OFF	F	1.00
483 Runner Not Held	OFF	F	1.00
484 Slow Roller	OFF	R	3.00
485 Stick a Fork in Him	OFF	R	3.00
488 Whiplash	OFF	R	5.00
489 Wide Throw	OFF	R	4.00
490 Wild Pitch	OFF	R	3.00
492 Dominating	DEF	R	3.00
493 Full Windup	DEF	F	1.00
495 Gun 'Em Down!	DEF	R	3.00
496 He's Got a Gun	DEF	R	3.00
497 In the Groove	DEF	F	1.00
498 In the Zone	DEF	R	4.00
499 Infield In	DEF	R	3.00
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503 Lefty Specialist	DEF	F	1.00
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511 Three Up, Three Down	DEF	F	2.00
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POKÉMON

WIZARDS OF THE COAST-1999

Full Set (102 cards) 1st edition	900.00
1st Edition Booster Box (36 packs)	1550.00
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Pokémon Price Guide

Theme Deck-Brushfire	24.00	● Tangle	POK C 1.50
Theme Deck-Overgrowth	24.00	● Venusaur (foil)	POK H 48.00
Theme Deck-Zap	30.00	● Voltorb	POK C 1.50
		● Vulpix	POK C 1.50
● Abra	POK C 1.50	● Wartortle	POK U 4.00
● Alakazam (foil)	POK H 40.00	● Water Energy	ENG C 1.00
● Arcanine	POK U 5.00	● Weedle	POK C 1.50
● Beedrill	POK R 12.00	● Zapdos (foil)	POK H 40.00
○ Bill	TRA C 1.00		

● Blastoise (foil)	POK H 62.00		
● Bulbasaur	POK C 1.50		
● Caterpie	POK C 1.50		
○ Chansey (foil)	POK H 40.00		
● Charizard (foil)	POK H 290.00		
● Charmander	POK C 1.50		
● Charmeleon	POK U 4.00		
○ Clefairy (foil)	POK H 36.00		
○ Clefairy Doll	TRA R 8.00		
○ Computer Search	TRA R 10.00		
○ Defender	TRA U 2.50		
○ Devolution Spray	TRA R 7.00		
● Dewgong	POK U 4.50		
● Diglett	POK C 1.50		
● Doduo	POK C 1.50		
○ Double Colorless Energy	ENG U 4.50		
○ Dragonair	POK R 14.00		
○ Dratini	POK U 4.00		
● Drowzee	POK C 1.50		
● Dugtrio	POK R 12.00		
● Electabuzz	POK R 12.00		
● Electrode	POK R 10.00		
○ Energy Removal	TRA C 1.00		
○ Energy Retrieval	TRA U 2.50		
○ Farfetch'd	POK U 5.00		
○ Fighting Energy	ENG C 1.00		
○ Fire Energy	ENG C 1.00		
○ Full Heal	TRA U 2.50		
● Gastly	POK C 1.50		
○ Grass Energy	ENG C 1.00		
● Growlithe	POK U 4.50		
○ Gust of Wind	TRA C 1.00		
● Gyarados (foil)	POK H 35.00		
● Haunter	POK U 4.00		
● Hitmonchan (foil)	POK H 28.00		
○ Impostor Professor Oak	TRA R 8.00		
○ Item Finder	TRA R 8.00		
● Iyasa	POK U 4.00		
● Jynx	POK U 4.00		
● Kadabra	POK U 4.00		
● Kakuna	POK U 4.00		
● Koffing	POK C 1.50		
○ Lass	TRA R 8.00		
○ Lightning Energy	ENG C 1.00		
● Machop (foil)	POK H 10.00		
● Machopke	POK U 4.00		
● Machop	POK C 1.50		
● Magikarp	POK U 4.00		
● Magmar	POK U 4.00		
● Magmetite	POK C 1.50		
● Magnetron (foil)	POK H 10.00		
○ Maintenance	TRA U 7.50		
● Metapod	POK C 1.50		
● Mewtwo (foil)	POK H 30.00		
● Nidoking (foil)	POK H 32.00		
● Nidoran	POK C 1.50		
● Nidorino	POK U 4.00		
● Ninetales (foil)	POK H 28.00		
● Onix	POK C 1.50		
○ Pidgeotto	POK R 12.00		
○ Pidgey	POK C 1.50		
● Pikachu	POK C 3.50		
○ PlusPower	TRA U 2.50		
○ Pokédex	TRA U 2.50		
○ Pokémon Breeder	TRA R 8.00		
○ Pokémon Center	TRA U 2.50		
○ Pokémon Flute	TRA U 2.50		
○ Pokémon Trainer	TRA R 8.00		
● Poliwhg	POK C 1.50		
● Poliwhirl	POK U 4.50		
● Poliwhirl (foil)	POK H 33.00		
● Ponyta	POK C 1.50		
○ Potion	POK U 4.00		
○ Potion	TRA C 1.00		
○ Professor Oak	TRA U 5.00		
○ Psychic Energy	ENG C 1.00		
● Raichu (foil)	POK H 36.00		
○ Raticate	POK U 4.00		
○ Rattata	POK C 1.50		
○ Revive	TRA U 2.50		
● Sandshrew	POK C 1.50		
○ Scoup Up	TRA R 8.00		
● Seel	POK U 4.00		
● Squirrel	POK C 1.50		
● Starmie	POK C 1.50		
● Staryu	POK C 1.50		
○ Super Energy Removal	TRA R 10.00		
○ Super Potion	TRA U 2.50		
○ Switch	TRA C 1.00		

POKÉMON UNLIMITED EDITION

WIZARDS OF THE COAST-1999

Full Set (102 cards)	260.00
Booster Pack (36 packs)	175.00
Booster Box (11 cards)	5.00
Starter Set (2 decks)	15.00
Theme Deck-Blackout	21.00
Theme Deck-Brushfire	22.00
Theme Deck-Overgrowth	22.00
Theme Deck-Zap	24.00
Unlisted Commons	25

● Alakazam (foil)	POK H 14.00	○ Computer Search	TRA R 3.00
● Arcanine	POK U 1.50	○ Dragonair	POK R 3.00
● Beedrill	POK R 5.00	● Dugtrio	POK R 3.00
● Blastoise (foil)	POK H 24.00	● Electabuzz	POK R 3.00
○ Chansey (foil)	POK H 14.00	● Electrode	POK R 3.00
● Charizard (foil)	POK H 49.00	● Gyarados	POK H 10.00
● Charmeleon	POK U 1.50	● Hitmonchan	POK H 10.00
○ Clefairy (foil)	POK H 14.00	○ Impostor Professor Oak	TRA R 4.00
○ Clefairy Doll	TRA R 4.00	○ Item Finder	TRA R 4.00
○ Computer Search	TRA R 5.00	● Iyasa	POK U 1.50
○ Defender	TRA U 1.00	● Jynx	POK U 1.50
○ Devolution Spray	TRA R 3.00	● Kadabra	POK U 1.50
○ Double Colorless Energy	ENG U 2.50	○ Lass	TRA R 4.00
○ Dragonair	POK R 6.00	● Machop (foil-starter set only)	POK H 10.00
● Dugtrio	POK R 5.00	● Magnetron (foil)	POK H 10.00
● Electabuzz	POK R 6.00	○ Maintenance	TRA U 7.50
● Electrode	POK R 5.00	● Mewtwo (foil)	POK H 10.00
○ Energy Retrieval	TRA U 1.00	● Nidoking (foil)	POK H 9.00
○ Farfetch'd	POK U 1.50	● Ninetales (foil)	POK H 9.00
○ Full Heal	TRA U 1.50	○ Nidoking	POK R 9.00
● Gyarados (foil)	POK H 12.00	○ Ninetales	POK R 9.00
● Hitmonchan (foil)	POK H 10.00	○ Pidgeotto	POK R 5.00
○ Impostor Professor Oak	TRA R 4.00	○ PlusPower	TRA U 1.00
○ Item Finder	TRA R 4.00	○ Pokédex	TRA U 1.00
● Iyasa	POK U 1.50	○ Pokémon Breeder	TRA R 4.00
● Kadabra	POK U 1.50	○ Pokémon Center	TRA U 1.50
○ Lass	TRA R 4.00	○ Pokémon Flute	TRA U 1.50
● Machop (foil-starter set only)	POK H 10.00	○ Pokémon Trainer	TRA R 4.00
● Magnetron (foil)	POK H 10.00	● Poliwhirl (foil)	POK H 12.00
○ Maintenance	TRA U 7.50	○ Professor Oak	TRA U 1.50
● Mewtwo (foil)	POK H 10.00	● Raichu (foil)	POK H 15.00
● Nidoking (foil)	POK H 9.00	○ Revive	TRA U 1.50
● Ninetales (foil)	POK H 9.00	○ Scoup Up	TRA R 4.00
○ Nidoking	POK R 9.00	○ Super Energy Removal	TRA R 5.50
○ Ninetales	POK R 9.00	○ Super Potion	TRA U 1.00
○ Pidgeotto	POK R 5.00	● Venusaur (foil)	POK H 20.00
○ PlusPower	TRA U 1.00	● Wartortle	POK U 1.50
○ Pokédex	TRA U 1.00	● Zapdos (foil)	POK H 18.00
○ Pokémon Breeder	TRA R 4.00		
○ Pokémon Center	TRA U 1.50		
○ Pokémon Flute	TRA U 1.50		
○ Pokémon Trainer	TRA R 4.00		
● Poliwhirl (foil)	POK H 12.00		
○ Professor Oak	TRA U 1.50		
● Raichu (foil)	POK H 15.00		
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○ Scoup Up	TRA R 4.00		
○ Super Energy Removal	TRA R 5.50		
○ Super Potion	TRA U 1.00		
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● Wartortle	POK U 1.50		
● Zapdos (foil)	POK H 18.00		

POKÉMON BASE SET 2

WIZARDS OF THE COAST-2000

Full Set (130 cards)	35.00
Booster Pack (11 cards)	3.50
Booster Box (36 packs)	110.00
Preconstructed Deck (60 cards)	10.00
Commons	25
Uncommons	75
● Alakazam	POK H 12.00
● Beedrill	POK R 3.00
● Blastoise	POK H 15.00
○ Chansey	POK H 10.00
● Charizard	POK H 40.00
○ Clefable	POK H 10.00
○ Clefairy	POK H 10.00



DOUBLE TAKES

BEST MARTIAL ARTIST

Val Mayerik, the artist for this card, is no stranger to the worlds of katana and ninja. Long before there was *Legend of the Five Rings*, Val had done a number of comic-related works concerning adventures in the Far East, the most prominent being *The Young Master*, the story of a warrior out to rescue a young, blind princess.

○ Computer Search	TRA R 3.00	● Cubone	POK C 1.00
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● Dugtrio	POK R 3.00	○ Eevee	POK C 1.00
● Electabuzz	POK R 3.00	● Electrode	POK R 7.00
● Electrode	POK R 3.00	○ Electrode (Holo-Foil)	POK H 14.00
● Gyarados	POK H 10.00	● Exaquake	POK C 1.00
● Hitmonchan	POK H 10.00	● Exaquake	POK U 1.00
○ Impostor Professor Oak	TRA R 3.00	○ Fearow	POK U 1.00
○ Item Finder	TRA R 3.00	● Flareon	POK R 10.00
○ Kangaskhan	POK R 3.00	● Flareon (Holo-Foil)	POK H 15.00
○ Lass	TRA R 3.00	● Gloom	POK U 1.00
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● Mewtwo	POK H 10.00	○ Jigglypuff	POK C 1.00
● Mr. Mime	POK R 3.00	● Jolteon	POK R 10.00
● Nidoking	POK H 10.00	● Jolteon (Holo-Foil)	POK H 14.00
● Nidoqueen	POK H 10.00	○ Kangaskhan	POK R 8.00
● Ninetales	POK H 10.00	○ Kangaskhan (Holo-Foil)	POK H 13.00
○ Nidoking	POK R 10.00	○ Lickitung	POK U 1.50
○ Ninetales	POK R 10.00	● Mankey	POK C 1.00
○ Pidgeotto	POK R 3.00	● Marowak	POK U 1.00
○ Pidgeotto	POK R 3.00	○ Mewtwo	POK C 1.00
○ Pinsir	POK R 3.00	● Mr. Mime	POK R 6.00
○ Pokémon Breeder	TRA R 3.00	● Mr. Mime (Holo-Foil)	POK H 18.00
○ Pokémon Trainer	TRA R 3.00	● Nidoqueen	POK R 8.00
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○ Snorlax	POK R 3.00	● Paras	POK C 1.00
○ Super Energy Removal	TRA R 3.00	● Parasect	POK U 1.50
● Venusaur	POK H 14.00	○ Persian	POK U 1.00
● Victreebel	POK R 3.00	○ Pidgeot	POK R 8.00
○ Wigglytuff	POK H 10.00	○ Pidgeot (Holo-Foil)	POK H 15.00
● Zapdos	POK H 10.00	● Pikachu	POK C 1.00

JUNGLE EXPANSION

WIZARDS OF THE COAST-1999

Full Set (48 cards)	275.00
Booster Pack (11 cards)	6.00
Booster Box (36 packs)	225.00
Power Reserve Theme Deck	12.00
Water Blast Deck	12.00
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● Butterfree	POK U 2.00
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○ Clefable (Holo-Foil)	POK H 15.00

● Vaporen	POK R 8.00
○ Vaporen (Holo-Foil)	POK H 13.00
● Venomoth	POK R 8.00
○ Venomoth (Holo-Foil)	POK H 15.00
● Venonat	POK C 1.00
● Victreebel	POK R 7.00
● Victreebel (Holo-Foil)	POK H 14.00
● Vileplume	POK R 9.00
● Vileplume (Holo-Foil)	POK H 13.00
○ Weepinbell	POK U 1.50
○ Wigglytuff	POK R 10.00
○ Wigglytuff (Holo-Foil)	POK H 18.00

JUNGLE EXPANSION UNLIMITED

WIZARDS OF THE COAST-1999

Full Set (48 cards)	170.00
Booster Pack (11 cards)	5.00
Booster Box (36 packs)	140.00
Power Reserve Theme Deck	18.00
Water Blast Deck	18.00
Unlisted Commons	25
Unlisted Uncommons	1.00

● Butterfree	POK U 1.50
○ Clefable	POK R 8.00
○ Clefable (Holo-Foil)	POK H 12.00
○ Dodrio	POK U 1.50
● Electrode	POK R 4.00
● Electrode (Holo-Foil)	POK H 10.00
● Flareon	POK R 13.00
● Flareon (Holo-Foil)	POK H 12.00
○ Jigglypuff	POK C 5.00
● Jolteon	POK R 8.00
● Jolteon (Holo-Foil)	POK H 13.00
○ Kangaskhan	POK R 7.00
○ Kangaskhan (Holo-Foil)	POK H 12.00
● Mr. Mime	POK R 5.00
● Mr. Mime (Holo-Foil)	POK H 15.00
● Nidoqueen	POK R 5.00
● Nidoqueen (Holo-Foil)	POK H 10.00
○ Pidgeot	POK R 7.00
○ Pidgeot (Holo-Foil)	POK H 12.00
● Pinsir	POK R 7.00
● Pinsir (Holo-Foil)	POK H 10.00
● Scyther	POK R 12.00
● Scyther (Holo-Foil)	POK H 14.00
○ Snorlax	POK R 11.00
○ Snorlax (Holo-Foil)	POK H 15.00
● Vaporen	POK R 6.00
○ Vaporen (Holo-Foil)	POK H 10.00
● Venomoth	POK R 11.00
● Venomoth (Holo-Foil)	POK H 12.00
● Victreebel	POK R 6.00
● Victreebel (Holo-Foil)	POK H 10.00
● Vileplume	POK R 7.00
● Vileplume (Holo-Foil)	POK H 10.00
○ Wigglytuff	POK R 9.00
○ Wigglytuff (Holo-Foil)	POK H 14.00

FOSSIL EXPANSION

WIZARDS OF THE COAST-1999

Full Set (62 cards)	325.00
Booster Pack (11 cards)	8.00
Booster Box (36 packs)	300.00
Unlisted Commons	1.50
Unlisted Uncommons	50

● Aerodactyl	POK R	10.00
● Aerodactyl (Holo-Foil)	POK H	16.00
● Arbok	POK U	3.00
● Arborea	POK R	10.00
● Arborea (Holo-Foil)	POK H	16.00
● Cloyster	POK U	3.00
○ Ditto	POK R	10.00
○ Ditto (Holo-Foil)	POK H	16.00
○ Dragonite	POK R	15.00
○ Dragonite (Holo-Foil)	POK H	20.00
● Ekans	POK C	5.00
○ Gambler	TRA C	5.00
● Gastly	POK U	3.00
● Gengar	POK R	10.00
● Gengar (Holo-Foil)	POK H	16.00
● Geodude	POK C	5.00
● Golbat	POK U	2.75
● Golduck	POK U	2.50
● Golem	POK U	2.50
● Graveler	POK U	2.50
● Grimer	POK C	5.00
● Haunter	POK R	9.00
● Haunter (Holo-Foil)	POK H	14.00
● Hitmonlee	POK R	10.00
● Hitmonlee (Holo-Foil)	POK H	16.00
● Horsea	POK C	5.00
● Hypno	POK R	10.00
● Hypno (Holo-Foil)	POK H	14.00
● Kabuto	POK C	5.00
● Kabutops	POK R	10.00
● Kabutops (Holo-Foil)	POK H	14.00
● Kingler	POK U	2.50
● Krabby	POK C	

● Lapras	POK R	10.00
● Lapras (Holo-Foil)	POK H	14.00
● Magmar	POK U	2.50
● Magneeton	POK R	10.00
● Magneeton (Holo-Foil)	POK H	15.00
● Moltres	POK R	12.00
● Moltres (Holo-Foil)	POK H	15.00
○ Mr. Fuji	TRA U	1.60
● Muk	POK R	10.00
● Muk (Holo-Foil)	POK H	15.00
○ Mysterious Fossil	TRA C	.50
● Omastar	POK U	2.00
● Omastar	POK U	2.00
● Psyduck	POK C	.50
● Raichu	POK R	10.00
● Raichu (Holo-Foil)	POK H	15.00
○ Recycle	TRA C	.50
● Sandslash	POK U	2.50
● Seadra	POK U	2.50
● Shellder	POK C	.50
● Slowbro	POK U	2.50
● Slowpoke	POK C	.50
● Tentacool	POK C	.50
● Tentacool	POK U	2.50
● Weezing	POK U	2.50
● Zapdos	POK R	10.00
● Zapdos (Holo-Foil)	POK H	16.00
● Zubat	POK C	1.00

FOSSIL EXPANSION UNLIMITED

WIZARDS OF THE COAST-1999

Full Set (52 cards) 225.00
 Booster Pack (11 cards) 6.00
 Booster Box (36 packs) 180.00
 Bodyguard Theme Deck 16.00
 Lockdown Theme Deck 16.00
 Unlimited Commons 1.50
 Commons50

● Aerodactyl	POK R	8.00
● Aerodactyl (Holo-Foil)	POK H	16.00
● Arbok	POK U	1.50
● Articuno	POK R	8.00
● Articuno (Holo-Foil)	POK H	18.00
● Cloyster	POK R	1.50
○ Ditto	POK R	7.00
○ Ditto (Holo-Foil)	POK H	11.00
○ Dragonite	POK R	10.00
○ Dragonite (Holo-Foil)	POK H	18.00
● Gastly	POK U	1.50
● Gengar	POK R	7.00
● Gengar (Holo-Foil)	POK H	14.00
● Golbat	POK U	1.50
● Golduck	POK U	1.50
● Golem	POK U	1.50
● Graveler	POK U	1.50
● Haunter	POK R	6.00
● Haunter (Holo-Foil)	POK H	12.00
● Hitmonlee	POK R	6.00
● Hitmonlee (Holo-Foil)	POK H	8.00
● Hypon	POK R	6.00
● Hypno (Holo-Foil)	POK H	12.00
● Kabutops	POK R	6.00
● Kabutops (Holo-Foil)	POK H	12.00
● Kingler	POK U	1.50
● Lapras	POK R	6.00
● Lapras (Holo-Foil)	POK H	8.00
● Magmar	POK U	1.50
● Magneeton	POK R	5.00
● Magneeton (Holo-Foil)	POK H	10.00
● Moltres	POK R	8.00
● Moltres (Holo-Foil)	POK H	15.00
● Muk	POK R	6.00
● Muk (Holo-Foil)	POK H	12.00
● Raichu	POK R	7.00
● Raichu (Holo-Foil)	POK H	14.00
● Sandslash	POK U	1.50
● Seadra	POK U	1.50
● Slowbro	POK U	1.50
● Tentacool	POK U	1.50
● Weezing	POK U	1.50
● Zapdos	POK R	8.00
● Zapdos (Holo-Foil)	POK H	14.00

TEAM ROCKET EXPANSION

WIZARDS OF THE COAST-2000

Full Set (83 cards) 225.00
 Booster Box (36 packs) 180.00
 Booster Pack (11 cards) 5.00
 Unlimited Commons 25
 Commons75

● Dark Alakazam	POK R	8.00
● Dark Alakazam (Holo-Foil)	POK H	20.00
● Dark Arbok	POK R	6.00
● Dark Arbok (Holo-Foil)	POK H	14.00
● Dark Blastoise	POK R	10.00
● Dark Blastoise (Holo-Foil)	POK H	24.00
● Dark Charizard	POK R	20.00
● Dark Charizard (Holo-Foil)	POK H	39.00
○ Dark Dragonite	POK R	10.00
○ Dark Dragonite (Holo-Foil)	POK H	20.00
● Dark Dugtrio	POK R	6.00
● Dark Dugtrio (Holo-Foil)	POK H	12.00
● Dark Golbat	POK R	6.00

● Dark Golbat (Holo-Foil)	POK R	14.00
● Dark Gyarados	POK R	8.00
● Dark Gyarados (Holo-Foil)	POK H	15.00
● Dark Hypno	POK R	6.00
● Dark Hypno (Holo-Foil)	POK H	12.00
● Dark Machop	POK R	6.00
● Dark Machop (Holo-Foil)	POK H	12.00
● Dark Magneeton	POK R	6.00
● Dark Magneeton (Holo-Foil)	POK H	12.00
● Dark Raichu (Holo-Foil)	POK H	30.00
● Dark Rapidash	POK C	.50
● Dark Slowbro	POK R	8.00
● Dark Slowbro (Holo-Foil)	POK H	15.00
● Dark Vileplume	POK R	8.00
● Dark Vileplume (Holo-Foil)	POK H	15.00
● Dark Weezing	POK R	6.00
● Dark Weezing (Holo-Foil)	POK H	14.00
○ Here Comes Team Rocket! TRA	POK R	10.00
○ Here Comes Team Rocket! TRA (Holo-Foil)	POK H	20.00
○ Rainbow Energy	ENG R	8.00
○ Rainbow Energy (Holo-Foil) ENG	POK H	15.00
○ Rocket's Sneak Attack	TRA R	8.00
○ Rocket's Sneak Attack (Holo-Foil)	TRA R	12.00

PROMO CARDS

● Arcanine	2.00
○ Dragonite (Movie)	6.00
○ Electabuzz (Movie)	5.00
● Mewtwo (Movie)	7.50
● Pikachu (Movie)	6.50

POKÉMON (JAPANESE)

Full Set (102 cards) 275.00
 Booster Box (60 packs) 425.00
 Booster Pack (10 cards) 8.00
 Starter deck (60 cards) 39.00

Prices for singles are the same as American unlimited edition.

JUNGLE EXPANSION (JAPANESE)

Full Set (47 cards) 200.00
 Booster Box (60 packs) 300.00
 Booster Pack (10 cards) 7.00
 Commons50
 Unlimited Commons 1.50

● Butterfree	POK U	2.00
○ Clefable	POK H	12.00
○ Electrode	POK H	12.00
● Flareon	POK H	12.00
● Jolteon	POK H	12.00
○ Kangaskhan	POK H	10.00
● Mr. Mime	POK H	14.00
○ Nidoqueen	POK H	12.00
○ Pidgeot	POK H	12.00
● Pinsir	POK H	12.00
● Scyther	POK H	12.00
○ Snorlax	POK H	11.00
○ Vaporeon	POK H	10.00
● Venomoth	POK H	11.00
● Victreebel	POK H	12.00
● Vileplume	POK H	12.00
○ Wigglytuff	POK H	12.00

FOSSIL EXPANSION (JAPANESE)

Full Set (48 cards) 250.00
 Booster Box (60 packs) 500.00
 Booster Pack (10 cards) 8.00
 Commons 1.50
 Commons50

● Aerodactyl	POK H	14.00
● Articuno	POK H	14.00
○ Ditto	POK H	11.00
○ Dragonite	POK H	15.00
○ Gengar	POK H	12.00
● Haunter	POK H	12.00
● Hitmonlee	POK H	12.00
● Hypno	POK H	12.00
● Kabutops	POK H	12.00
● Lapras	POK H	12.00
● Magneeton	POK H	12.00
● Mew	POK H	59.00
● Moltres	POK H	13.00
● Muk	POK H	14.00
● Raichu	POK H	12.00
● Zapdos	POK H	12.00

TEAM ROCKET EXPANSION (JAPANESE)

Full Set (65 cards) 250.00
 Booster Box (60 packs) 400.00
 Booster Pack (10 cards) 8.00
 Commons25
 Commons75

● Dark Alakazam	POK R	15.00
● Dark Arbok	POK R	15.00
● Dark Blastoise	POK R	20.00
● Dark Charizard	POK R	30.00
● Dark Charmeleon	POK U	1.00
○ Dark Dragonair	POK U	1.00
○ Dark Dragonite	POK R	16.00
● Dark Dugtrio	POK R	12.00
● Dark Electrode	POK U	1.00
● Dark Flareon	POK U	1.00
● Dark Gloom	POK U	1.00
● Dark Golbat	POK R	12.00
● Dark Golduck	POK U	1.00
● Dark Gyarados	POK R	12.00
● Dark Hypno	POK R	12.00
● Dark Jolteon	POK U	1.00
● Dark Kadabra	POK R	12.00
● Dark Machop	POK R	12.00
● Dark Machop	POK U	1.00
● Dark Machop	POK U	1.00
● Dark Magnet	POK R	12.00

○ Brock's Protection	TRA R	5.00
● Brock's Rhydon	POK H	8.00
● Brock's Sandslash	POK U	1.50
● Brock's Vulpix	POK U	1.50
● Brock's Zubat	POK C	1.00
○ Confusion Gym	TRA R	4.50
○ Erika	TRA R	8.00
● Erika's Bulbasaur	POK U	2.50
● Erika's Bulbasaur	POK U	1.50
● Erika's Clefable	POK H	10.00
● Erika's Clefairy	POK U	1.50
● Erika's Compassion	TRA R	6.00
● Erika's Dragonair	POK H	12.00
● Erika's Dratini	POK U	1.50
● Erika's Exeggcute	POK U	1.50
● Erika's Exeggcute	POK U	1.50
● Erika's Gloom	POK U	1.50
● Erika's Malids	TRA U	1.50
● Erika's Perfume	TRA U	1.50
● Erika's Victreebell	POK R	8.00

● Team Rocket's Symbler	POK H	10.00
○ Team Rocket's Training Gym	TRA R	6.00
○ Team Rocket's Trap	TRA R	7.00
○ Unremovable Gym	TRA R	5.00

GYM LEADERS EXPANSION #2 (JAPANESE)

Full Set (96 cards) 275.00
 Booster Box (60 packs) 400.00
 Booster Pack (10 cards) 8.00

● Blaine	TRA R	4.00
● Blaine's Arcanine	POK H	24.00
● Blaine's Charizard	POK H	38.00
● Blaine's Charmander	POK C	.50
● Blaine's Charmeleon	POK U	1.50
● Blaine's Doduo	POK C	.50
● Blaine's Gambler	TRA C	.50
● Blaine's Growlithe	POK C	.50
● Blaine's Kangaskhan	POK U	1.50
● Blaine's Last Resort	TRA U	1.50
● Blaine's Magmar	POK U	1.50
● Blaine's Mankey	POK C	.50
● Blaine's Moltres	POK H	16.00
● Blaine's Ninetales	POK R	8.00
● Blaine's Ponyta	POK C	.50
● Blaine's Quiz #3	TRA U	1.50
● Blaine's Rapidash	POK U	1.50
● Blaine's Rhyhorn	POK C	.50
● Blaine's Rhydon	POK C	.50
● Blaine's Tauros	POK C	.50
● Blaine's Vulpix	POK C	.50
● Brock's Dugtrio	POK R	8.00
○ Discard Exchange	TRA C	.50
● Erika's Iysaur	POK U	1.50
● Erika's Venusaur	POK H	18.00
○ Giovanni	TRA R	8.00
● Giovanni's Gyarados	POK H	15.00
● Giovanni's Machop	POK H	15.00
● Giovanni's Machoke	POK U	1.50
● Giovanni's Machop	POK C	.50
● Giovanni's Magikarp	POK C	.50
○ Giovanni's Meowth	POK U	1.50
○ Giovanni's Meowth	POK C	.50
● Giovanni's Nidoking	POK H	16.00
● Giovanni's Nidoqueen	POK R	8.00
● Giovanni's Nidoran	POK C	.50
● Giovanni's Nidoran	POK U	2.00
● Giovanni's Nidorina	POK U	1.50
● Giovanni's Nidorino	POK U	1.50
○ Giovanni's Persian	POK H	14.00
● Giovanni's Pinsir	POK R	7.00
○ Giovanni's Trump Card	TRA R	5.00
○ Gurentown Gym	TRA U	1.50
○ Imakuni's Doduo	POK UR	40.00
○ Invisible Wall	TRA C	.50
○ Koga	TRA R	5.50
● Koga's Arbok	POK R	6.00
● Koga's Beedrill	POK H	15.00
○ Koga's Ditto	POK H	15.00
● Koga's Ekans	POK C	.50
● Koga's Golbat	POK U	1.50
● Koga's Grimer	POK C	.50
● Koga's Kakuna	POK U	1.50
● Koga's Koffing	POK C	.50
● Koga's Koffing	POK U	1.50
● Koga's Muk	POK R	7.00
○ Koga's Pidgeotto	POK R	7.00
○ Koga's Pidgey	POK U	1.50
○ Koga's Pidgey	POK C	.50
○ Koga's Secret Transformation	TRA U	1.50



DOUBLE TAKES

MOST NUTRITIOUS

Not necessarily the best material from which to make dragons, Chromium is currently most often used by the general public as a dietary supplement that adds to muscle while reducing fat. Industrially, it's often used as a corrosion-resistant metal coating. At least, we know that this is a lean, strong dragon that won't rust.

● Dark Muk	POK U	1.00
● Dark Primeape	POK U	1.00
● Dark Slowbro	POK R	14.00
● Dark Vaporeon	POK U	1.00
● Dark Vileplume	POK R	12.00
● Dark Wartortle	POK U	1.00
● Dark Weezing	POK R	12.00
○ Here Comes Team Rocket!	TRA UR	50.00
○ Imposter Dark's Revenge	TRA U	1.00
○ Rainbow Energy	ENG R	15.00
○ Rocket's Sneak Attack	TRA R	10.00
○ The Boss' Way	TRA U	1.00

● Erika's Weplume	POK	H	12.00
● Erika's Weepinbell	POK	U	1.50
○ Graceful Attack	TRA	R	5.00
○ Hanada City Gym	TRA	U	1.50
○ Kuchiba City Gym	TRA	U	1.50
○ Lt. Surge	TRA	R	8.00
○ Lt. Surge's Eevee	POK	U	1.50
● Lt. Surge's Electabuzz	POK	H	12.00
● Lt. Surge's Fearow	POK	H	8.00
● Lt. Surge's Jolteon	POK	R	11.00
● Lt. Surge's Magnemite	POK	U	2.50
● Lt. Surge's Magnetron	POK	H	10.00

● Koga's Zubat	POK C	.50
● Lt. Surge's Raichu	POK H	16.00
○ Misty's Poliwhirl	POK R	6.00
○ Rocket Teammate	TRA U	1.50
○ Sabrina	TRA R	5.50
● Sabrina's Abra	POK C	.50
● Sabrina's Alakazam	POK H	15.00
● Sabrina's Drowzee	POK C	.50
○ Sabrina's ESP	TRA U	1.50
○ Sabrina's Eye	TRA C	.50
● Sabrina's Gastly	POK U	1.50
● Sabrina's Gengar	POK H	18.00
● Sabrina's Golduck	POK R	8.00
● Sabrina's Haunter	POK U	1.50
● Sabrina's Hypno	POK U	1.50
● Sabrina's Jynx	POK U	1.50
● Sabrina's Kadabra	POK U	1.50
● Sabrina's Mr. Mime	POK C	.50
○ Sabrina's Porygon	POK C	.50
● Sabrina's Psychic Control	TRA U	1.50
● Sabrina's Psyduck	POK C	.50
● Sabrina's Slowbro	POK U	1.50
● Sabrina's Slowpoke	POK C	.50
● Sabrina's Venomoth	POK R	6.00
● Sabrina's Venonat	POK C	.50
○ Seikichiku City Gym	TRA U	1.00
○ Team Rocket's Experiment TRA	2.00	
○ Team Rocket's Explosive Gym	TRA U	2.00
● Team Rocket's Mewtwo	POK H	18.00
○ Team Rocket's Snorlax	POK R	6.00
● Team Rocket's Zapdos	POK H	16.00
○ Tickle Machine	TRA U	1.50

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○ Tokiwa City Gym	TRA R	7.00
○ Warp Point	TRA C	1.50
○ Yamabuki City Gym	TRA U	1.50
○ [Your Name]'s Chansey	POK UR	16.00

GYM LEADERS DECKS #1-6

Deck #1: Brock (64 cards)	30.00
Deck #2: Misty (64 cards)	30.00
Deck #3: Lt. Surge (64 cards)	30.00
Deck #4: Erica (64 cards)	30.00
Deck #5: Blaine (64 cards)	30.00
Deck #6: Sabrina (64 cards)	30.00

Each deck is fixed and contains two halo-foil cards. Most of the cards from decks #1-4 are also found in Gym Leaders #1 booster packs; 32 cards are only available in the decks. Some of the cards from decks #5-6 are also available in Gym Leaders #2; 31 cards are only available in the decks.

SOUTHERN ISLANDS (JAPANESE)

Full Set (18 cards)	55.00
Beach (Exeggutor, King Slowpoke, Wartortle)	16.00
Field of Flowers (Butterfree, Jigglypuff, Lady-Ba)	16.00
Jungle (Lickitung, Primeape, Vileplume)	15.00
Riverside (Ivysaur, Raticate, Togepi)	16.00
Sea (Lapras, Pkablu, Tentacool)	22.00
Sky (Mew, Onix, Pidgeot)	22.00

Each fixed set contains three cards.

VENDING MACHINE #1 (JAPANESE)

Full Set (36 cards)	100.00
Vending Pack (3 cards)	8.00

● Abra	POK C	3.00
● Bulbasaur	POK U	4.00
● Caterpie	POK C	3.00
○ Chansey	POK U	8.00
○ Charmander	POK U	12.00
○ Clefairy	POK U	4.00
○ Dodrio	POK C	3.00
○ Doduo	POK C	3.00
○ Eevee	POK C	3.00
○ Excavate Fossil	TRA U	4.00
● Geodude	POK C	4.00
● Golbat	POK C	3.00
● Kakuna	POK C	3.00
○ Lickitung	POK U	4.00
● Metapod	POK U	4.00
● Mew	POK UR	25.00
● Mewtwo	POK UR	25.00
● Mewtwo	POK U	12.00
○ Moonstone	TRA U	4.00
● Mr. Mime	POK U	4.00
● Nidoran (Female)	POK C	3.00
● Nidoran (Male)	POK C	5.00
● Paras	POK C	3.00
● Parasect	POK C	3.00
○ Pidgey	POK C	3.00
○ Pkablu	POK UR	25.00
○ Pkablu	POK U	16.00
● Pinsir	POK U	4.00
● Poliwhg	POK C	3.00
● Poliwhirl	POK U	4.00
● Poliwhirl	POK U	4.00
○ Porygon	POK C	3.00
○ Rapidash	POK U	4.00
○ Rattata	POK C	3.00
○ Snorlax	POK U	5.00
○ Squirtle	POK U	4.00
● Weedle	POK C	3.00
○ Wigglytuff	POK U	6.00
● Zubat	POK C	4.00

VENDING MACHINE #2 (JAPANESE)

Full Set (36 cards)	100.00
Vending Pack (3 cards)	8.00

● Aerodactyl	POK U	4.00
○ Articuno	POK U	4.00
○ Crystal of Health	TRA C	3.00
● Dewgong	POK U	6.00

○ Ditto	POK U	4.00
● Electabuzz	POK C	2.00
○ Fearow	POK U	4.00
○ Flash	TRA U	4.00
● Graveler	POK U	4.00
● Grimer	POK C	3.00
● Hitmonchan	POK U	4.00
● Hitmonlee	POK U	4.00
● Jynx	POK U	4.00
● Kabuto	POK U	4.00
● Koffing	POK C	3.00
● Krabby	POK C	3.00
● Lapras	POK C	3.50
● Machoke	POK C	2.00
● Machop	POK C	3.00
● Magnemite	POK C	3.00
● Magnet	POK U	4.00
● Marowak	POK U	4.00
○ Master Ball	TRA U	4.00
● Moltres	POK U	4.00
● Omamylite	POK U	4.00
● Onix	POK U	4.00
○ Power Guard	TRA C	3.00
● Raichu	POK U	4.00
● Sandshrew	POK C	3.00
● Seel	POK C	3.00
● Sheldier	POK C	3.00

● Arbok	POK U	4.00
● Beelprout	POK C	3.00
● Cubone	POK C	3.00
● Gastly	POK C	2.00
● Golduck	POK U	4.00
● Graveler	POK C	2.00
● Growlth	POK C	3.00
● Haunter (60 HP)	POK U	4.00
● Haunter (70 HP)	POK U	4.00
● Horsea	POK C	3.00
● Hypno	POK U	4.00
● Kadabra	POK U	5.00
● Kadabra	POK C	3.00
○ Kangaskhan	POK C	4.00
● Kingler	POK U	5.00
● Machoke	POK C	4.00
● Magmar	POK U	4.00
● Mewtwo	POK C	3.00
● Nidorina	POK U	4.00
● Omamylite	POK U	4.00
○ Pidgeotto	POK U	4.00
○ Pokémon Re-Teleport	TRA C	3.00
○ Pokémon Tower	TRA U	4.00
● Ponyta	POK C	3.00
● Rhyhorn	POK U	4.00
● Sandshel	POK C	5.00
● Scyther	POK U	10.00
● Seadra	POK U	4.00
● Slowbro	POK C	2.50
● Staryu	POK C	2.50
○ Tauros	POK C	3.00
● Venonat	POK C	3.00
● Vulpix	POK C	3.00
● Weepinbell	POK U	4.00
● Weezing	POK U	4.00

NEO EXPANSION (JAPANESE)

Full Set (100 cards)	275.00
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DOUBLE TAKES

BEST MONKEYS

It's funny. Before the guys behind the *Magic* storyline really knew what they were doing, they'd pulled in creatures and names from half a dozen places just around the corner. Barbary Apes come from the Barbary Coast, which is located in northern Africa—not Dominaria. Just like our mothers always told us: "The best monkeys are Earth monkeys."

○ Sparrow	POK U	4.00
● Tangle	POK C	3.00
● Venomoth	POK C	4.00
● Voltorb	POK C	3.00
● Zapdos	POK U	4.00

VENDING MACHINE #3 (JAPANESE)

Full Set (36 cards)	100.00
Vending Pack (4 cards)	8.00

○ Amazing Fishing Pole	TRA C	50
● Aridoris	POK U	3.00

● Argeitsu	POK U	2.50
● Bakufun	POK H	10.00
○ Bellspout's Tower	TRA U	1.00
● Berifu	POK U	2.50
● Bubi	POK R	5.00
● Buru (aka: Snobbie)	POK C	2.50
○ Card-Flipping Game	TRA U	1.00
● Chikurita	POK C	1.00
● Chonchi	POK C	1.00
○ Clefairy	POK U	3.00
● Dark Energy	ENG R	5.00
● Dennyu	POK H	8.00
● Donfan	POK R	5.00
● Eamudo	POK H	10.00
○ Eibamu	POK U	3.00
○ Ekoro Gym	TRA R	4.00
● Electabuzz	POK U	2.50
○ Energy Charge	TRA R	5.00
● Erakdo	POK R	5.00
● Sloom	POK U	2.50
● Gomazou	POK U	2.50
● Guraiga	POK C	1.00
○ Guranburu	POK U	2.50
● Hageneru	POK H	8.00
● Herakuros	POK C	1.00
● Himarashi	POK C	1.00
● Himorashi	POK C	1.00
○ Hoohoo	POK C	1.00
● Hoorio	POK C	50
● Inomu	POK U	2.50
● Kimawari	POK U	2.50
● Kingodora	POK H	8.00
● Kira Hana	POK H	8.00
● Kinniki	POK C	1.50
○ Kurumi	TRA R	4.00
○ Lugia	POK H	40.00
● Magmar	POK U	2.00
● Magumashi	POK U	2.50
● Mantian	POK C	1.00
● Mani	POK C	4.00
● Masaki's Transmission Device	TRA U	1.00

● Meganium	POK H	10.00
● Mempo	POK C	1.00
○ Miracle Nut	TRA U	2.00
○ Mirutank	POK U	5.00
● Mokoko	POK U	2.50
○ Moo Moo Milk	TRA C	50
● Neiti	POK C	1.00
● Neitio	POK U	2.50
○ New Pokémon Encyclopedia	TRA U	1.00
● Nuo	POK U	3.00
○ Nut	TRA C	50
● Nyura	POK R	12.00
● Odairu	POK H	15.00
● Oddish	POK C	50
○ Odoshishi	POK C	1.00
● Omx	POK C	50
○ Otachi	POK U	3.00
○ Otachi	POK C	1.00
○ Pi	POK R	7.00
● Pichu	POK H	20.00
○ Pichu	POK C	1.50
○ Pokémon Counter Select	TRA C	50
○ Pokémon Gear	TRA R	4.00
○ Pokémon March	TRA C	50
● Popolko	POK U	2.50
○ Professor Utsumi	TRA U	2.00
○ Psyche-Up Headband	TRA R	5.00
○ Pure Gold	TRA U	1.00
● Rantan	POK U	2.50
○ Recycle Energy	ENG R	5.00
● Redian	POK U	2.50
● Rediba	POK C	1.00
● Seadra	POK U	2.00
○ Slot Machine	TRA R	2.00
● Slowpoke	POK C	50
● Steel Energy	ENG H	10.00
○ Super Energy Collection	TRA R	4.00
○ Super Pokémon Collection	TRA U	1.00
○ Time Capsule	TRA R	7.00
○ Togechiku	POK H	35.00
○ Togetei	POK U	4.50
● Tsuutsu	POK U	1.00
● Upa	POK C	1.00
● Urinmu	POK C	1.00
● Usuki	POK C	1.00
● Wainoko	POK C	1.00
● Watako	POK H	8.00
● Yodokong	POK H	10.00
● Yamikarasu	POK R	10.00
○ Yonozuk	POK U	2.50

CD Set (11 cards)	75.00
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● Ancient Mew (Movie)	85.00
● Arcanine (CD)	12.00
● Arcanine (Toyota)	25.00
● Argeitsu (Neo)	1.50
● Artucino (ANA)	50.00
● Bakufun (Neo)	5.00
● Berifu (Neo)	1.50
● Birthday Pikachu (Calendar)	500.00
● Blastoise (CD)	18.00
● Charizard (CD)	45.00
● Chikurita (Neo)	75
● Diglett (Fan Club)	8.00
● Dragonite (ANA)	40.00
● Dugtrio (Fan Club)	8.00
● Electabuzz (Binder)	15.00
● Exegutor (Fan Club)	15.00
● Flying Pikachu (1998 ANA)	150.00
● Flying Pikachu (1999 ANA)	60.00
● Flying Pikachu (Korokoro)	70.00
● Hinoarshi (Neo)	75
○ Imakuni (Korokoro)	40.00
● Ivy Pikachu (Korokoro)	60.00
○ Jigglypuff (Korokoro)	70.00
● Lily Pad Mew (Korokoro)	200.00
● Lily Pad Mew, Non-glossy (Railways)	300.00

● Magumashi (Neo)	1.50
● Meganio	10.00
○ Meowth (Korokoro)	35.00
● Meowth (Meowth CD)	15.00
● Meowth, GB (Korokoro)	30.00
● Mew (CD)	15.00
● Mew (Vending)	30.00
● Mewtwo (Korokoro)	85.00
● Mewtwo (Vending)	30.00
● Misty's Treatment (Mini-CD)	12.00
● Moltres (ANA)	50.00
● Nocturnal Energy (Magazine)	8.00
● Oodairu (Neo)	5.00
○ Persian (Fan Club)	17.00
○ Pii (Korokoro)	12.00
● Pikablu (Korokoro)	100.00
● Pikachu, Electric (Fan Club)	25.00
● Pikachu, Electric (Toyota)	50.00
● Pikachu (Vending)	30.00
○ Porygon (CD)	14.00
● Psyduck (Comic Book)	19.00
● Slowpoke (Playmat)	12.00
○ Snorlax (CD)	14.00
○ Super Energy Pickup (CD)	10.00
● Surfing Pikachu (Korokoro)	110.00
● Surfing Pikachu, Mt. Fuji (Railways)	400.00

○ The Computer Goes Haywire! (Korokoro)	12.00
○ The Computer Goes Haywire! (CD)	12.00
○ Togetei (Korokoro)	75.00
● Upa (Korokoro)	8.00
● Venusaur (CD)	15.00
● Wainoko (Neo)	75
● Yodokong (Korokoro)	20.00
● Yamikarasu (Magazine)	12.00
● Zapdos (ANA)	50.00

TOP 5 PSA GRADED CARDS

● Charizard (foil)	1,225.00
● Birthday Pikachu (Calendar)	1,500.00
● Lily Pad Mew (Korokoro)	610.00
● Charizard (Japanese foil)	510.00
● Ancient Mew (Movie)	455.00



DRAGONBALL Z: SAIYAN SAGA

Score-2000	
Full Set (250 cards)	11.00
Starter Deck (54 cards)	20.00
Starter Box (1 deck, 3 boosters)	3.30
Booster Pack (9 cards)	15
1* cards	75
3* cards	30.00
4* cards	3.00

A Beginner's Heart is Dedicated	NC 5*	4.00
Ally Wins!	C 5*	4.00
Baba Witch Viewing Drill	NC 5*	4.00
Baba's Energy Blast	NC 5*	4.00
Battle Pausing	C 5*	4.00
Black Shadow Drill	NC 5*	4.00
Blue Life Defense Drill	NC 5*	4.00
Broken Scouter	NC 5*	4.00
Bulma Finds a Dragon Ball	NC 5*	4.00
Bulma Finds a Drill	NC 5*	4.00
Chiotsu's Drill	PC 5*	4.00

STAR TREK DATA

C=COMMON U=UNCOMMON R=RARE

● BAJOR.	○ BORG	● CARD.	● FEDER.	● KLING.	● NON-A.	● OTHER	● ROMUL.
ART Artifact	EQU Equipment	INT Interrupt	LOC Location	OBJ Objective	SIT Site		
DIL Dilemma	EVE Event	LOC Location	OUT Outpost	PER Personnel	STA Starship		
DOR Downway	INC Incident	MIS Mission			TAC Tactics		

PRIME DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

Chiatsu's Physical Defense	C	6*	6.00
Cutting the Tail	C	5*	4.00
Dream Fighting	C	5*	4.00
Dream Machine Battle	C	5*	6.00
Earth Dragon Ball 6	NC	5*	4.00
Earth Dragon Ball 7	NC	5*	4.00
Earth Dragon Ball C	EC	5*	4.00
Earth Dragon Ball Capture	PC	5*	4.00
Enraged!	NC	5*	4.00
Frieza's Spirit	NC	2*	3.00
Gohan (level 4)	H	2*	3.00
Gohan's Anger	NC	2*	6.00
Krilin's Trick	NC	2*	4.00
Gohan's Father Save	C	5*	4.00
Goku (level 4)	H	2*	4.00
Goku's Attack	PC	2*	3.00
Goku's Capturing Drill	NC	5*	6.00
Goku's Lucky Break	NC	5*	4.00
Goku's Mixing Drill	NC	5*	4.00
Goku's Plan	EC	6*	8.00
Goku's Truce	C	6*	8.00
Grabbing the Tail	C	5*	4.00
H Advantage	NC	5*	4.00
King Kai's Calming	NC	5*	4.00
Krilin (level 4)	H	2*	3.00
Krilin's Drill	NC	5*	4.00
Krilin's Energy Disk	EC	5*	4.00
Medic Kit	NC	6*	10.00
Nappa (level 4)	V	2*	3.00
Nappa's Blinding Flare	C	5*	4.00
Orange Focusing Drill	NC	5*	4.00
Piccolo (level 4)	H	2*	3.50
Piccolo's Flight	NC	5*	4.00
Piccolo's Revenge	EC	2*	6.00
Plant Two Saiyamen	NC	5*	4.00
Power Giftings	NC	5*	4.00
Raditz (level 4)	V	2*	3.00
Raditz Energy Burst	EC	5*	4.00
Raditz Flying Kick	NC	5*	6.00
Red Life Attack Drill	NC	5*	4.00
Respect the Spirit	NC	5*	4.00
Ribs Broken	EC	5*	4.00
Roshi's Calming	NC	5*	4.00
Saiyamen (level 1)	V	5*	4.00
Saiyamen (level 2)	V	5*	4.00
Saiyamen (level 3)	V	5*	4.00
Saiyamen (level 4)	V	5*	4.00
Saiyan Appraisal Maneuver	NC	5*	10.00
Saiyan Battle Terms	NC	5*	4.00
Saiyan Honor Quest	NC	5*	4.00
Saiyan Power Drill	NC	5*	4.00
Saiyan Truce Card	C	5*	8.00
Super Saiyan Goku's Power	NC	2*	5.00
T-Rex Defense	NC	5*	4.00
T-Rex Offense	NC	5*	4.00
Teaching the Unteachable Forces			
Observation	NC	5*	4.00
Terrible Wounds	NC	5*	4.00
The Tail Grows Back	C	5*	4.00
Tien Mind Reading Trick	C	5*	8.00
Unexpected Allies	C	5*	4.00
Unselfish Behavior is Best	NC	5*	4.00
Vegeta (level 4)	V	2*	3.00
Vegeta's Dragon Ball Capture	NC	5*	4.00
Vegeta's Plans	NC	5*	6.00
Vegeta's Quickness Drill	NC	5*	4.00
Vegeta's Smirk	NC	2*	6.00
Vegeta's Stance	EC	5*	4.00
Vegeta's Trick	NC	5*	4.00

DRAGONBALL Z: SAIYAN SAGA (FOIL SET)

SCORE-2000

Full Set (250 cards)	15
1* cards	75
3* cards	75
4* cards	3.00

A Beginner's Heart is Dedicated	NC	5*	10.00
Ally Wins!	C	5*	10.00
Baba Witch Viewing Drill	NC	5*	10.00
Baba's Energy Blast	NC	5*	10.00
Battle Pausing	C	5*	10.00
Black Shadow Drill	NC	5*	10.00
Blue Life Defense Drill	NC	5*	10.00
Broken Scouter	NC	5*	10.00
Bulma Finds a Dragon Ball	NC	5*	10.00
Bulma Finds a Drill	NC	5*	10.00
Chiatsu's Drill	PC	5*	10.00
Chiatsu's Physical Defense	C	6*	14.00
Cutting the Tail	C	5*	10.00
Dream Fighting	C	5*	10.00
Dream Machine Battle	C	5*	14.00
Earth Dragon Ball 6	NC	5*	10.00
Earth Dragon Ball 7	NC	5*	10.00
Earth Dragon Ball C	EC	5*	10.00
Earth Dragon Ball Capture	PC	5*	10.00
Enraged!	NC	5*	10.00
Frieza's Spirit	NC	2*	8.00
Gohan (level 4)	H	2*	8.00
Gohan's Anger	NC	2*	14.00
Krilin's Trick	NC	2*	10.00
Gohan's Father Save	C	5*	10.00
Goku (level 4)	H	2*	10.00
Goku's Attack	PC	2*	3.00
Goku's Capturing Drill	NC	5*	14.00
Goku's Lucky Break	NC	5*	10.00



"... [T]he ghost rides forth to the scene of battle in nightly quest of his head... he sometimes passes along the Hollow, like a midnight blast..."
—Washington Irving, *The Legend of Sleepy Hollow*

DOUBLE TAKES

BIGGEST AIRHEAD

Like the Barbary Apes, the Horseman is another Earth monster transferred to the land of *Magic*. However, he's from a land even closer than Africa. Sleepy Hollow, where the dreaded Hessian—a German merc hired by the Redcoats—got his melon blown off, is a mere 25 miles from New York City and less than two dozen miles from our offices. We sleep with our lights on.

Tien Mind Reading Trick	NC	5*	18.00
Unexpected Allies	C	5*	10.00
Unselfish Behavior is Best	NC	5*	10.00
Vegeta (level 4)	V	2*	8.00
Vegeta's Dragon Ball Capture	NC	5*	10.00
Vegeta's Plans	NC	5*	14.00
Vegeta's Quickness Drill	NC	5*	10.00
Vegeta's Smirk	NC	2*	14.00
Vegeta's Stance	EC	5*	10.00
Vegeta's Trick	NC	5*	10.00



STAR TREK CUSTOMIZABLE CARD GAME: UNLIMITED

Full Set (363 cards)	220.00
Starter Deck (60 cards)	8.00
Starter Box (12 decks)	75.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	75.00
Commons	10
Unlisted Uncommons	75
Unlisted Rares	2.00

Cards are white-bordered.

● Albert Einstein	PER	R	4.00
● Alien Jarak	PER	R	3.50
● Alien Groupie	INT	R	3.50
● Ayanaka Nechayev	PER	R	4.00
● Ancient Computer	DIL	R	4.00
● Anti-Time Anomaly	EVE	R	5.00
● Armus-Skin of Evil	DIL	R	4.00
● Avert Disaster	MIS	R	3.00
● B'El Tor	PER	R	5.50
● Barclay's Protoplasmic Disease	DIL	R	4.00

● Devil, The	INT	R	4.00
● Devnas	STA	R	4.00
● Dr. La Forge	PER	R	4.00
● Dr. Leah Brahms	PER	R	4.00
● Duras	PER	R	4.00
● Evaluate Terraforming	MIS	R	2.50
● Explore Dyson Sphere	MIS	R	2.50
● Explore Typhonia Expense	MIS	R	2.50
● Geordi La Forge	PER	R	11.00
● Goddess of Empathy	EVE	R	4.00
● Gowron	PER	R	6.00
● Haakona	STA	R	4.00
● Honor Challenge	INT	R	4.00
● Horgan	ART	R	5.00
● Hugh	INT	R	4.00
● Hunt for DNA Program	MIS	R	2.50
● I.K.C. Bortus	STA	R	5.50
● I.K.C. Burak	STA	R	4.00
● I.K.C. Heghta	STA	R	5.00
● I.K.C. Pagh	STA	R	5.00
● I.K.C. Qu'Var	STA	R	5.00
● Iconic Investigation	MIS	R	3.00
● Interphase Generator	ART	R	4.50
● Investigate Time Continuum	MIS	R	2.50
● Jaglan Shrek-Info Broker	INT	R	3.00
● Jean-Luc Picard	PER	R	22.00
● Kahless	PER	R	4.00
● Kargan	PER	R	4.00
● K'Eylee	PER	R	4.00
● Kevin Uxbridge	INT	U	75
● Khazari	STA	R	3.50
● Kivas Fajo-Collector	EVE	U	0.50
● Klingon Death Yell	INT	R	3.00
● Klingon Genome	DIL	R	3.00
● Kurak	PER	R	4.00
● Kurian Hakos	ART	R	3.50
● Kurran	ART	R	4.00
● Lash Brahms	PER	R	4.00
● Lore Returns	EVE	R	5.00
● Lore's Fingemall	PER	R	4.00
● Lursa	PER	R	4.00
● Lwaxanna Tril	PER	R	6.00
● Mendak	PER	R	3.50
● Morgan Bateson	PER	R	3.00
● Nagilum	DIL	R	4.00
● Neela Daron	PER	R	4.00
● New Contact	MIS	R	2.50
● Pegasus Search	MIS	R	3.00
● Pi	STA	R	3.50
● Q	DIL	R	7.00
● Reginald Barclay	PER	R	4.00
● Richard Galen	PER	R	4.00
● Ro Laren	PER	R	4.00
● Roga Danar	PER	R	5.00
● Sarak	PER	R	4.00
● Sarjenka	DIL	R	3.00
● Satevik	PER	R	3.00
● Seek Life-form	MIS	R	3.00
● Sela	PER	R	5.00
● Shelby	PER	R	4.00
● Sir Isaac Newton	PER	R	4.00
● Study Lanka Pulsar	MIS	R	3.00
● Supernova	EVE	R	4.00
● Tam Elbrun	PER	R	3.00
● Tasha Yar	PER	R	7.00
● Temporal Causality Loop	DIL	R	4.00
● Thomas Riker	PER	R	8.50
● Thought Maker	ART	R	6.00
● Time Travel Pod	ART	R	6.00
● Tomalak	PER	R	4.00
● Toreth	PER	R	4.00
● Tox Uthai	PER	R	5.50
● Tsolkovsky Infection	DIL	R	3.00
● U.S.S. Brittain	STA	R	5.00
● U.S.S. Enterprise	STA	R	18.00
● U.S.S. Hood	STA	R	5.50
● U.S.S. Phoenix	STA	R	4.50
● U.S.S. Yamato	STA	R	4.00
● Varon-T Disruption	ART	R	6.00
● Vash	PER	R	3.50
● Vulcan Stone of Gal	ART	R	4.00
● Warp Core Breach	EVE	R	4.00
● Wesley Crusher	PER	R	8.00
● William T. Riker	PER	R	12.00
● Wind Dancer	DIL	R	3.00
● Worl	PER	R	10.00
● Wormhole Negotiations	MIS	R	2.00

Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Commons	10
Common Personnel	25
Uncommons	75
Unlisted Rares	3.00

● Berlingoff Rasmussen	PER	R	4.00
● Beverly Picard	MIS	R	6.00
● Brute Force	MIS	R	3.00
● Commander Tomalak	PER	R	3.50
● Cryostatellite	ART	R	4.00
● Data's Head	PER	R	5.50
● Devidan Doorney	DOR	R	4.00
● FCG-47 Research	MIS	UR	55.00
● Future Enterprise	STA	UR	55.00
● Gornit	PER	R	7.50
● Governor Worf	PER	R	4.00
● Ian Andrew Tril	PER	R	4.00
● Isonian Gateway	ART	R	3.50
● Master Laktel	PER	R	4.00
● Oghidian Dake	PER	R	3.00
● Reunion	MIS	R	3.00
● Samuel Clemens' Pocketwatch	ART	R	4.00

Q CONTINUUM EXPANSION

Full Set (121 cards)	110.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	75.00
Commons	10
Uncommons	75
Unlisted Rares	3.50

● Arbiter of Succession	INT	R	3.50
● Blade of Tikan	ART	R	5.50
● Canar	ART	R	3.50
● Galen	PER	R	7.50
● I.K.C. Mabi-R'a	STA	R	4.50
● Juliana Tainer	STA	R	4.50
● Katherine Pulaski	PER	R	4.50
● Klingon Civil War	EVE	R	4.50
● Lal	PER	R	4.00
● Madam Guinan	PER	R	7.00
● Manheim's Dimensional Door	DOR	R	4.00
● Mona Lisa	ART	R	4.00
● Mortal Q	ART	R	6.50
● Mr. Horn	PER	R	5.00
● Nick Locarno	PER	R	4.00
● Shelak, The	DIL	R	4.00
● Terix	STA	R	5.00
● USS Stargazer	STA	R	8.00
● Yrta	DIL	R	4.00

WILLIAM T. RIKER FIRST CONTACT EXPANSION

Full Set (130 cards)	100.00
Booster Pack (9 cards)	2.50
Booster Box (30 packs)	64.00
Commons	10
Uncommons	75
Unlisted Rares	3.00

● Alyssa Ogawa	PER	R	4.00
● Assimilate This!	INT	R	3.50
● Beverly Crusher	PER	R	7.00
● Borg Queen	PER	R	11.00
● Data	PER	R	8.00
● Deanna Tril	PER	R	7.00
● Geordi La Forge	PER	R	7.50
● Jean-Luc Picard	PER	R	12.00
● Lily Sloane	PER	R	4.00
● Paul Portier	PER	R	4.00
● Phoenix	STA	R	4.00
● Queen's Borg Cube	STA	R	7.00
● Queen's Borg Sphere	STA	R	7.00
● Regenerata	EVE	R	4.00
● Reginald Barclay	PER	R	4.00
● Retask	EVE	R	4.00
● Salvage Starship	OBJ	R	4.00
● Star First Contact	OBJ	R	3.25
● USS Enterprise-E	STA	R	12.50
● William T. Riker	PER	R	9.50
● Worf	PER	R	7.50
● Zefram Cochrane	PER	R	5.00

THE FAJO COLLECTION

Full Set (18 cards)	100.90
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● Black Hole	DOR	R	8.00
● Dixon Hill's Business Card	INT/EVR	R	6.00
● DNA Metamorphosis	DIL	R	7.50
● Dr. Soong	PER	R	7.00
● Guinan	PER	R	10.00
● I.K.C. Chang	STA	R	8.00
● Kivas Fajo	PER	R	8.00
● Lactus of Borg	PER	R	28.00
● Lore	PER	R	20.00

STAR TREK CUSTOMIZABLE CARD GAME: LIMITED

Full Set (363 cards)	500.00
Starter Deck (60 cards)	10.00
Starter Box (12 decks)	110.00
Booster Pack (15 cards)	5.00
Booster Box (36 packs)	165.00

Cards are black-bordered.

Single cards are worth 125% to 150% of unlisted equivalents.

ALTERNATE UNIVERSE EXPANSION

Full Set (122 cards, not including "Future Enterprise")	100.00
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INQUEST gamer Price Guide

• Miles O'Brien	PER R	6.00
• 1962 Maris Baseball Card	ART R	6.00
• Persistence of Memory	ART R	6.00
• Picard's Artificial Heart	ART R	6.00
• Qapla'	INT R	6.50
• Sisters of Duras	PER R	12.00
• Spot	PER R	8.00
• Taliera	PER R	7.50
• U.S.S. Pasteur	STA R	18.00

DEEP SPACE NINE EXPANSION

DECIPHER-1998

Full Set (276 cards, not including "Defiant")

Booster Pack (9 cards)	2.50
Booster Box (36 packs)	64.00
Starter Deck (90 cards)	9.75
Starter Box	90.00
Commons	.10
Uncommons	.75

Pr rarity denotes promo.

• Aamin Marritza	PER R	4.00
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• Baseball	INT R	4.00
• Benjamin Sisko	PER R	11.50
• Bo'rah	PER R	4.00
• Boheeka	PER R	4.00
• Borad	PER R	4.00
• Camping Trip	MIS R	3.50
• Central Command	HQU R	4.00
• Cha'Joh	STA R	4.00
• Chamber of Ministers	HQU R	4.00
• Changeling Research	MIS R	3.00
• Colonel Day	PER R	4.00
• Cure Blight	MIS R	3.00
• Damer	PER R	4.00
• Deep Space Nine/Terok Nor	STA R	12.00

• Defiant Dedication Plaque	EVE R	3.00
• D'Shor	PER R	4.00
• DNA Clues	DIL R	3.00
• Dukal	PER R	9.00
• Duranjo	EVE R	3.50
• Elm Garak	PER R	6.50
• Enahsan Train	PER R	4.50
• Entek	PER R	4.00
• Establish Traction Lock	OBJ R	3.00
• Garak Has Some Issues	DIL R	3.00
• Garak's Tailor Shop	STI R	4.00
• General Krim	PER R	4.00

• Jaro Essa	PER R	4.00
• Julian Bashir	PER R	10.00
• Kai Opaka	PER R	4.00
• Karina	PER R	4.00
• Kira Nerys	PER R	9.00
• Korinas	PER R	4.00
• Kovat	PER R	4.00
• Lenaris Holm	PER R	4.00
• Li Nalas	PER R	4.00
• Makbar	PER R	4.00
• Martus Mazur	PER R	4.00
• Mora Pal	PER R	3.50
• Morka	PER R	3.50
• Mysterious Orb	ART R	4.00
• Natiema Lang	PER R	4.00
• Neela	PER R	3.50
• No Loose Ends	DIL R	3.00
• Odo	PER R	10.50
• Orb Fragment	ART R	4.00
• Paltra	PER R	4.00
• Plain, Simple Garak	PER R	5.50
• Plans of the Obsidian Order	OBJ R	3.00
• Plans of the Tal Shiar	OBJ R	3.00
• Prakesh	STI R	4.00
• Protouniverse	INT R	3.50
• "Pup"	DIL R	3.00
• Razka Kem	PER R	3.50
• Recruit Mercenaries	EVE R	3.00
• Rescue Personnel	OBJ R	3.00
• Retaya	PER R	4.00
• Riwan	PER R	3.50
• Sakonna	PER R	4.00
• Saltah'ne Clock	ART R	4.00
• Secret Compartment	DDR R	3.50
• Seismic Quake	DIL R	3.00
• Selveth	PER R	4.00
• Shekarr Edon	PER R	4.50
• Sorus	PER R	4.00
• Sumrak Ren	PER R	4.00
• Symblant Diagnosis	MIS R	3.00
• System 5 Disruptors	EVE R	3.50
• Tahna Los	PER R	4.00
• Tekeny Ghevor	PER R	4.00
• The Blue Vipers	DIL R	4.00
• The Walls Have Ears	INT R	3.00
• Tora Ziyal	PER R	4.00
• Toran	PER R	3.00
• Trauma	DIL R	3.00
• Turrel	PER R	4.00
• U.S.S. Defiant	STA UR	45.00
• U.S.S. Yangtze Kiang	STA R	5.00
• Yakis	PER R	5.00
• Vedek Winn	PER R	5.00
• Wormhole Navigation Schematic	INT U	1.00
• Yeto	PER R	4.00
• Zef'No	PER R	3.50

• Wolf Son of Mogh	PER Pr	18.00
• Yelgren	PER R	3.50

BLAZE OF GLORY EXPANSION

DECIPHER-1999

Full Set (139 cards)	100.00
Booster Pack (9 cards)	2.50
Booster Box (36 packs)	65.00
Commons	.10
Uncommons	.75
Unlisted Rares	3.00

• Admiral Ross	PER R	3.50
• Ambassador Tomalak	PER R	4.50
• Boone Impersonator	PER R	3.50
• Borg Cutting Beam	TAC R	3.50
• Chief O'Brien	PER R	5.50
• Donald Varley	PER R	3.50
• Elm	PER R	4.50
• Enrique Muniz	PER R	3.50
• Gelson	PER R	3.50
• Goraxus	STA R	4.00
• Gul Madred	PER R	3.50
• I.K.C. Koraga	STA R	4.50
• I.K.C. Lukara	STA R	4.00
• I.K.C. Negh'Var	STA R	4.50
• Ilon Tandro	PER R	3.50
• Jadzia Dax	PER R	8.00
• Kang	PER R	4.00
• Kavok	PER R	3.50
• Koloth	PER R	4.50
• Kor	PER R	4.00
• Kraxon	PER R	4.00
• La Forge Impersonator	PER R	4.50
• Locutus' Borg Cube	STA R	7.50
• Long Live the Queen	INC R	3.50
• Maximum Firepower	TAC R	3.50
• Miles O'Brien	PER R	7.00
• Odo Founder	PER R	5.50
• Picard Maneuver	TAC R	3.50
• Quark Son of Keldar	PER R	5.50
• Riker Will	PER R	5.50
• Rio Laren	PER R	4.50
• Senator Lebat	PER R	3.75
• Sword of Kahless	ART R	4.50
• The Albino	PER R	3.50
• U.S.S. Thunderchild	STA R	7.00
• Wolf Son of Mogh	PER R	9.00

SUPER RARE FOILS

• Kor	PER R	12.00
• La Forge Impersonator	PER R	15.00
• Maximum Firepower	TAC R	15.00
• Odo Founder	PER R	12.00
• Sword of Kahless	ART R	15.00
• U.S.S. Thunderchild	STA R	20.00

VERY RARE FOILS

• Borg Cutting Beam	TAC R	5.00
• Fajo's Gallery	EVE R	5.00
• Goraxus	STA R	7.00
• I.K.C. Negh'Var	STA R	5.00
• Inside Operation	INT R	5.00
• Kang	PER R	5.50
• Koloth	PER R	5.00
• Kraxon	STA R	5.00

ULTRA RARE FOILS

• Elm	PER R	44.00
• Jadzia Dax	PER R	45.00
• Locutus' Borg Cube	STA R	46.00
• Riker Will	PER R	43.00

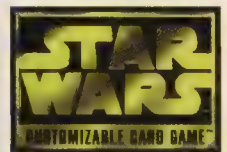
RULES OF ACQUISITION EXPANSION

DECIPHER-2000

Full Set (130 cards)	125.00
Booster Pack (9 cards)	2.50
Booster Box (36 packs)	70.00
Commons	.10
Uncommons	.75
Unlisted Rares	3.50

• Apnex	STA R	4.00
• Arandis	PER R	4.00
• Bractor	PER R	4.00
• Breen CRM114	EQU R	4.00
• Chula: The Door	DIL R	4.00
• Continuing Committee	FAC R	4.00
• Deyos	PER R	4.00
• Elizabeth Lense	PER R	4.00
• Gaila	PER R	4.00
• George Primm	PER R	3.50
• Gal	PER R	4.00
• Grand Nagus Gint	PER R	4.00
• Grand Nagus Zek	PER R	5.00
• Hagath	PER R	4.00
• HQ: Ferengi Credit Exchange/NCU	PER R	.75
• Kat'ika	PER R	4.00
• Ishka	PER R	4.00
• Jovis	STA R	4.00
• Kaskidy Yates	PER R	4.50

• Krajensky Founder	PER R	4.00
• Krayton	STA R	4.00
• Kreechta	STA R	4.00
• Kukalaka	EQU R	4.00
• Leck	PER R	4.00
• Leeta	PER R	4.50
• Lemec	PER R	4.00
• Lurin	PER R	4.00
• Malhar'du	PER R	4.00
• Margh	PER R	4.00
• Mom	PER R	5.50
• Naprem	STA R	4.00
• Neg	PER R	5.00
• Oman	PER R	4.00
• Orb of Wisdom	ART R	4.50
• Orion Syndicate Bomb	DIL R	4.00
• Patank	PER R	4.00
• Phased Cloaking Device	ART R	4.00
• Protection Racket	INC R	4.00
• Quark	PER R	8.00
• Quark's Bar	STI R	4.00
• Quark's Isoline Rods	INC R	4.00
• Quark's Treasure	STA R	4.00
• Rom	PER R	5.00
• Sceptor of the Grand Nagus	EQU R	4.00
• Senator Cretak	PER R	4.00
• Starry Night	ART R	4.00
• Tower of Commerce	FAC R	4.00
• U.S.S. Sao Paulo	STA R	6.50
• Writ of Accountability	INC R	4.00



STAR WARS LIMITED EDITION

DECIPHER-1995

Full Set (324 cards)	325.00
Starter Deck (90 cards)	10.00
Starter Deck Box (10 decks)	90.00
Booster Pack (15 cards)	5.50
Booster Box (36 packs)	150.00
Commons	.10
Unlisted Uncommons	.50
Unlisted Rares	3.00

Cards are black-bordered.

• A Disturbance in the Force	EFF U	1.00
• Affert Mind	EFF R	5.00
• Alderaan	LOC R	3.00
• Alderaan	LOC R	1.00
• Alter	UIN U	1.00
• A Tremor in the Force	EFF U	1.00
• Bantha	VEH U	.75
• Beggar	EFF R	5.00
• Beru Stew	LIN U	.75
• Biggs Darklighter	CHR R	5.00
• Black 2	STA R	7.00
• Black 3	STA R	1.00
• Blast Door Controls	EFF U	.75
• Blaster Rack	EFF U	1.00
• Blaster Scope	DEV U	1.00
• Boosted TIE Blaster Cannon	SWE U	1.00

• Boring Conversation Anyway	UIN R	4.00
• BoShek	AL U	1.00
• C-3PO	DRO R	15.00
• Caller	DEV U	.75
• Cantina Brawl	LIN R	3.50
• Chief Bast	IMP U	1.00
• Circle is Now Complete	LIN R	4.00
• Colonel Wullf Yularen	IMP U	1.00
• Commander Praji	IMP R	.75
• Corellian Corvette	STA U	1.00
• Crash Site Memorial	EFF U	1.00
• Dantooine	UIN U	1.00
• Dark Collaberation	LIN U	5.00
• Dark Hours	EFF U	.75
• Dark Jedi Lightsaber	WEA U	1.00
• Dark Jedi Presence	LIN R	5.00
• Darth Vader	IMP R	45.00
• Dathcha	AL U	1.00
• Death Star: Lvl 4 Mill. Corr. Loc.	LOC U	1.00
• Death Star Plans	UIN R	3.50
• Death Star Sentry	EFF U	1.00
• Death Star: Detention Block Ctrl.	LOC U	.75
• Death Star: Trash Comp.	LOC U	1.00
• Death Star: War Room	LOC U	.75
• Devastator	STA R	13.00
• Disarmed	EFF R	4.00
• Disarmed	EFF R	4.00
• Don't Get Cocky	LIN R	5.00
• Dr. Evazan	CHA R	3.00
• DS-61-2	CIN U	1.00
• DS-61-3	CIN R	8.00



If 'Eureka!' is in play, it is sent to the card owner's Boot Hill. Eureka enters play attached to the gang on your left. Whenever Eureka attaches to a Player's gang, he must discard one card from his or her hand. A Player's hand size is reduced by one while Eureka is attached. Eureka leaves that Player when he or she wins a shootout and attaches to the next player on the left. Only one Eureka can be in play at a time.

DOUBLE TAKES

BEST GREEK TRANSLATION

"Eureka," which literally means "I have found it," is the motto of California and is pronounced in the original Greek, "herúeka." Supposedly, the word was first coined by the mathematician Archimedes—the guy who could move the world with a big lever—when he discovered specific gravity. Conversely, Juggheadimedes is the guy who discovered vague gravity.

• Access Relay Station	MIS R	3.00
• Aid Fugitives	MIS R	3.00
• Airlock	DOR R	3.50
• Aldara	STA R	5.50
• Alien Gambling Device	ART R	4.00
• Altonian Brain Teaser	DIL U	1.00
• Altovar	PER R	4.00
• Automated Security System	EVE R	3.50
• Bajoran Civil War	EVE R	3.00
• Barell Antos	PER R	4.50
• Gilora Rejal	PER R	3.50
• Going To The Top	INT R	3.00
• Grilka	PER R	4.00
• Groumall	STA R	4.50
• Harvester Virus	DIL R	3.00
• HQ: Return Orb to Bajor	OBJ R	3.00
• I.K.C. Toh'Kaht	STA R	5.50
• Investigate Rumors	MIS R	3.00
• Jadzia Dax	PER R	12.00
• Jake and Nog	PER R	8.00

STAR WARS DATA C=COMMON U=UNCOMMON R=RARE

• DARK SIDE ○ LIGHT SIDE

AL Alien	WEA Weapon	LIN Lost Interrupt	UEF Utinni Effect	DRO Droid
REB Rebel	EFF Effect	STA Starship	DEV Device	CRE Creature
LOC Location	UIN Used Interrupt	IMP Imperial	VEH Vehicle	

PRINCE OF DARKNESS

WENT UP WENT DOWN HEAVY TRADING NEW SET

New Key!

● Dutch	REB R	7.00
● EG-6	DRO U	.75
● Elis Helrot	UIN U	.75
● Emergency Deployment	UIN U	1.00
● Empire's Back, The	UIN U	.75
● Escape Pod	UIN U	.75
● Evacuate?	UIN U	.75
● Expand the Empire	EFF R	5.00
● Eyes in the Dark	EFF U	1.00
● Feltpenn Trevago	AL U	1.00
● Fignin D'an	UIN U	.75
● 506-RA-7	DRO R	4.50
● Full Scale Alert	UIN U	.75
● General Dodonna	REB U	1.00
● General Tagge	IMP R	4.00
● Gift of the Mentor	LIN R	4.50
● Gold 1	STA R	3.50
● Gold 5	STA R	3.50
● Grand Moff Tarkin	IMP R	20.00
● Gravel Storm	LIN U	.75
● Han's Heavy Blaster Pistol	WEA R	4.00
● Han Solo	REB R	34.00
● Help Me Obi-Wan Kenobi	UIN R	4.50
● How Did We Get Into This	UIN U	.75
● Hydroponics Station	DEV U	.75
● I Find Your... Disturbing	EFF R	4.00
● I Have You Now	LIN R	3.50
● I've Lost Artio!	EFF U	.75
● Imperial Class Star Destroyer	STA U	1.00
● Ion Cannon	SWE U	1.00
● Jawa Pack	EFF U	1.00
● Jawa Siesta	EFF U	1.00
● Jedi Lightsaber	WEA U	1.00
● Jedi Presence	LIN R	4.50
● Jerk Porkins	REB U	1.00
● Jui Juice	UEF R	2.50
● Kabe	AL U	1.00
● Kal'Fai'd C'ndros	AL R	4.50
● Kessel	LOC U	1.00
● Kessel	LOC U	2.00
● Kitik Keed'kak	AL R	5.00
● Klor'slug	EFF R	4.00
● Krayt Dragon Howl	LIN R	5.00
● Laser Projector	WEA U	.75
● Lateral Damage	UEF R	2.50
● Leesob Sirlin	AL R	2.50
● Leia Organa	REB R	27.00
● Leia's Sporting Blaster	WEA U	1.00
● Lieutenant Tanhris	IMP U	.75
● Lt. Repeating Blaster Rifle	WEA R	4.00
● Lightsaber Proficiency	EFF R	5.00
● Local Trouble	LIN R	4.50
● Look Sir, Droids	LIN R	4.50
● LUKE! LUUUUKE!	UEF U	1.00
● Luke Skywalker	REB R	34.00
● Luke's X-34 Landspeeder	VEH U	1.00
● Millennium Falcon	STA R	24.00
● Molator	EFF R	5.00
● Move Along	UIN R	4.00
● Nightfall	EFF U	1.00
● Obi-Wan Kenobi	REB R	40.00
● Obi-Wan's Cape	UEF R	5.00
● Obi-Wan's Lightsaber	WEA R	8.00
● Observation Holocam	DEV U	.75
● On the Edge	LIN R	4.00
● Organa's Cer. Necklace	UEF R	4.00
● Our Most Desperate Hour	UEF R	5.00
● Out of Nowhere	UIN U	.75
● Owen Lars	REB U	1.00
● Paoen	UIN U	1.00
● Physical Choke	LIN R	5.00
● Ponda Baba	AL U	1.00
● Pope	REB U	1.00
● Presence of the Force	EFF R	6.00
● Prophets	AL U	1.00
● Quad Laser Cannon	STA U	1.00
● Reactor Terminal	EFF U	.75
● Red Leader	REB R	7.00
● Red 1	STA U	1.00
● Restricted Deployment	UEF U	1.00
● Return of a Jedi	LIN U	.75
● Revolution	EFF R	7.00
● Rycar Ryjerd	EFF U	1.00
● Send a Detachment Down	UEF R	4.00
● Sense	UIN U	1.00
● Sense	UIN U	1.00
● Skywalker	LIN R	5.00
● Speedwork Speeders	UIN U	.75
● Special Modifications	EFF U	1.00
● Sundown	EFF U	1.00
● Tagge Seeker	WEA R	2.50
● Targeting Computer	DEV U	1.00
● Tatooine: Obi-Wan's Hut	LOC R	5.00
● This is All Your Fault	UIN U	1.00
● Tomika Sisters	AL R	5.00
● Trinto Duaba	UIN U	1.00
● Tusken Breath Mask	UEF U	1.00
● 2X-3PR	DRO U	1.00
● Utimil	UIN U	4.00
● Utimil	UIN U	4.00
● Vader's Custom Tie	STA R	12.00
● Vader's Eye	AL R	4.75
● Vader's Lightsaber	WEA R	10.00
● Warrior's Courage	LIN R	2.50
● We're All... Thinner!	LIN R	4.00
● WED-9-M1 Bantha Droid	DRO R	2.50
● WED15-1662 Treadwell Droid	DRO R	2.50
● Wosiea	AL U	1.00
● Wrong Turn	EFF U	1.00

● Yavin 4: Massassi Throne Rm.	LOC R	5.00
● Yavin 4: Massassi War Rm.	LOC U	1.50
● Yavin Sentry	EFF U	.75
● Yerka Mig	UEF U	1.00
● Your Eyes Can Deceive You	EFF U	1.00
● Your Powers... Old Man	LIN R	4.50

STAR WARS UNLIMITED EDITION

PARKER BROTHERS/DECIPHER-1996

Full Set (330 cards)	210.00
Starter Dual Deck (60 cards)	8.75
Starter Box (12 decks)	70.00
Booster Pack (36 packs)	65.00
Booster Pack (15 cards)	2.50

Cards are white-bordered. Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION

DECIPHER-1996

Full Set (162 cards)	155.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Commons	.10
Uncommon	.75
Unlisted Rares	3.00

● Attack Run	EEV R	4.00
● Bowcaster	WEA R	4.00
● Braniac	AL R	7.00
● Cell 2187	UEF R	4.00
● Chewbacca	AL/REB R	12.00
● Commence Primary Ignition	EEV R	4.00
● Commence Recharging	EFF R	3.50
● Conquest	STA R	10.00
● Corellia	LOC R	4.00
● Danniik Jerriko	AL R	4.00
● Dark Waters	EFF R	4.00
● Death Star	LOC R	10.00
● Death Star Tractor Beam	DEV R	4.00
● Death Star: Trench	LOC R	4.00
● Dejarik Hologame Board	LOC R	4.00
● Dianoga	CRE R	3.50
● Double Agent	LIN R	3.50
● DS-61-4	IMP R	4.00
● Greedo	AL R	8.00
● Hem Dazn	AL R	4.00
● Hunchback	AL R	4.00
● Hypo	DEV R	5.00
● I'm On the Leader	LIN R	3.50
● Imperial Holotable	LOC R	4.00
● IT-O	DRO R	5.00
● Kiffex	LOC R	4.00
● Let the Wookiee Win	LIN R	4.00
● Luke's Cape	EFF R	4.00
● Magnetic Suction Tube	DEV R	3.50
● R2-D2	DRO R	12.00
● R3-T6	DRO R	4.00
● Red 2	STA R	6.00
● Red 5	STA R	9.00
● Retract the Bridge	LIN R	4.00
● Sandcwinr: Droid Junkheap	LOC R	4.00
● Sandcwinr: Loading Bay	LOC R	3.50
● Spice Mines of Kessel	UEF R	4.00
● Superlaser	WEA R	5.00
● Tantine IV	STA R	10.00
● Tatooine: Bluffs	LOC R	4.00
● They're on Dantooine	UEF R	4.00
● Trooper Davin Felth	IMP R	3.50
● U-3PO	DRO R	4.00
● Wedge Antilles	REB R	12.00
● Wookiee Roar	LIN R	4.00
● You're All Clear Kid!	UIN R	4.00

REVISED A NEW HOPE EXPANSION

DECIPHER-1996

Full Set (162 cards)	140.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	75.00
Commons	.10
Uncommons	.75

Cards are white-bordered. Rare cards are worth 60% value of black-bordered equivalents.

HOTH EXPANSION

DECIPHER-1996

Full Set (162 cards)	160.00
Booster Pack (15 cards)	3.75
Booster Box (36 packs)	100.00
Commons	.10
Unlisted Uncommons	.75
Unlisted Rares	3.00

● Admiral Ozzel	IMP R	6.00
● Anakin's Lightsaber	WEA R	10.00
● Artillery Remote	DEV R	3.50
● Bacta Tank	EFF R	4.00
● Blizzard 1	VEH R	8.00
● Blizzard 2	VEH R	5.50

● Blizzard Scout 1	VEH R	7.50
● Captain Piett	IMP R	4.00
● Cmdr. Luke Skywalker	REB R	24.00
● Concussion Grenade	WEA R	4.50
● Death Mark	UEF R	4.00
● Disarming Creature	EFF R	4.00
● Echo Base Operations	EFF R	4.00
● Frozen Dinner	EFF R	4.00
● General Carlist Rieekan	REB R	4.00
● General Veers	IMP R	7.00
● High Anxiety	EFF R	4.00
● I Thought They Smelled Bad	UIN R	4.00
● K-3PO	DRO R	4.50
● Meteor Impact?	EFF R	4.00
● Mourful Roar	EFF R	4.00
● Planet Defender Ion Cannon	WEA R	3.50
● Responsibility of Command	UEF R	4.00

● Bessk	AL R	7.00
● Bessk's Monitor Bun	WEA R	3.50
● Captain Needa	IMP R	5.00
● Dagobah: Cave	LOC R	3.50
● Dagobah: Yoda's Hut	LOC R	4.00
● Dengar	AL R	8.00
● Dengar's Blaster Carbine	WEA R	4.50
● Executor	STA R	18.00
● Executor: Meditation Chamber	LOC R	3.50
● 4-LOM	DRO R	7.50
● 4-LOM's Concussion Rifle	WEA R	3.50
● Hound's Tooth	STA R	7.00
● IG-200	DRO R	6.50
● IG-88	STA R	10.00
● IG-88's Neural Inhibitor	WEA R	5.00
● IG-88's Pulse Cannon	WEA R	4.50
● Landing Claw	DEV R	4.00
● Lieutenant Saba	IMP R	3.50

● Captain Han Solo	REB R	18.00
● Dark Deal	EFF R	4.00
● Epic Duel	EEV R	5.50
● Haven	EFF R	4.00
● I Am Your Father	EFF R	4.00
● Lando Calrissian	AL R	14.00
● Lando Calrissian	AL R	15.00
● Leia Of Alderaan	EFF R	4.25
● Lieutenant Shekdi	IMP R	4.00
● Lobot	AL R	7.00
● Luke's Blaster Pistol	WEA R	4.00
● Mandalorian Armor	DEV R	4.00
● Obsidian 7	STA R	4.50
● Obsidian 8	STA R	4.50
● Princess Leia	REB R	18.00
● Redemption	STA R	9.00
● Shocking Information	LIN R	.25
● Slave I	UIN R	15.00
● Vader's Bounty	EFF R	4.00
● Vader's Cape	EFF R	4.00



DOUBLE TAKES

BEST SIN

If you've seen the movie "Seven," you know what the seven deadly sins are: greed, pride, lust or lechery, sloth, gluttony, envy, and wrath or anger. And though they come from the Bible, there isn't one specific list there that mentions them. However, you can find them all somewhere in the Gospel of Matthew. Incidentally, in the 1993 MTV special "Seven Deadly Sins," most television, film and musicians they interviewed thought the list was outdated and "dumb."

● Rogue 1	VEH R	9.00
● Rogue 2	VEH R	4.50
● Rogue 3	VEH R	7.00
● Rug Hug	LIN R	4.00
● Stalker	STA R	12.00
● Surface Defense Cannon	WEA R	3.50
● The First Transport is Away!	UEF R	4.00
● This Is Just Wrong	UIN R	4.00
● 2-1B	DRO R	5.00
● Trample	LIN R	4.50
● Tyrant	STA R	12.00
● Wampa	CRE R	3.50
● Weapon Malfunction	UEF R	4.00
● Who's Scruffy-Looking?	UIN R	4.00
● You Have Failed Me...	LIN R	4.00
● You Will Go to Dagobah...	LIN R	4.00

● Mist Hunter	STA R	5.00
● Punishing One	STA R	5.00
● Rainfall	LOC U	3.00
● Reflection	EFF R	3.50
● Son of Skywalker	REB R	18.00
● 2-1B	DRO R	6.50
● Visage of the Emperor	EFF R	3.50
● Yoda	UEF R	27.00
● Yoda's Hope	EFF U	1.00
● You Do Have Your Moments	LIN U	.75
● Zuckuss	AL R	7.00
● Zuckuss' Snare Rifle	WEA R	5.00

JABBA'S PALACE EXPANSION

DECIPHER-1997

Full Set (180 cards)	140.00
Booster Pack (9 cards)	2.25
Booster Box (36 packs)	90.00
Commons	.10
Uncommons	.25
Unlisted Rares	3.00

● Artio	DRO R	12.00
● Bane Malar	AL R	4.00
● Bib Fortuna	AL R	5.50
● Dengar's Modified Riot Gun	WEA R	5.00
● Ephant Mon	AL R	4.00
● EV-909	DRO R	4.00
● Gaild	AL R	4.00
● I Must Be Allowed To Speak	EFF R	4.00
● Jabba the Hutt	AL R	15.00
● Jabba's Sail Barge	VEH R	6.00
● Jabba's Sail Barge: Passenger Deck	LOC R	4.00
● Max Rebo	AL R	3.50
● Onia	AL R	3.50
● Princess Leia Organa	REB R	15.00
● Rancor	CRE R	6.00
● Salacious Crumb	AL R	4.50
● Scum And Villainy	EFF R	4.00
● Tamtel Skreep	AL R	7.00
● Tessek	AL R	3.00
● Thermal Detonator	WEA R	4.50
● Thul Fain	AL R	3.00
● Velken Tezari	AL R	3.00

SPECIAL EDITION EXPANSION

DECIPHER-1998

Full Set (324 cards)	220.00
Booster Pack (9 cards)	2.25
Booster Box (36 packs)	65.00
Starter Pack (60 cards)	12.00
Starter Box (12 packs)	110.00
Commons	.10
Uncommons	1.00
Unlisted Rares	3.00

● A Real Hero	U/LIN R	3.50
● Ben Kenobi	REB R	22.00
● Boba Fett	AL R	15.00
● Boelo	AL R	4.00
● Bossk In Hound's Tooth	STA R	8.00
● Carbon Chamber Testing	OBJ R	4.50
● Colonel Fenn Gossip	REB R	4.00
● Commander Wedge Antilles	REB R	7.50
● Coruscant	LOC R	3.50
● Coruscant	LOC R	3.50
● Coruscant Celebration	EFF R	3.50
● Darth Vader, Dark Lord Of The Sith	IMP R	35.00
● Death Squadron Star Destroyer	STA R	8.50
● Death Star	LOC R	8.00
● Death Star Assault Squadron	STA R	4.50
● Debonli	AL R	4.00
● Dreaded Imperial Starfighter	EFF R	4.00
● Dune Walker	REB R	4.00
● Entrenchment	EFF R	4.00
● General McQuarrie	REB R	3.50
● Goo Mes Tay	EFF R	3.50
● Harvest	LIN R	4.00
● Hidden Base	OBJ R	4.00
● Hunt Down And Destroy The Jedi	OBJ R	4.50
● Hunting Party	UIN R	3.50
● IM4-099	DRO R	.50
● Imperial Occupation	OBJ R	4.00
● ISB Operations	OBJ R	4.50
● Jabba's Influence	EFF R	3.50
● Jabba's Space Cruiser	STA R	6.00
● Krayt Dragon	CRE R	4.50
● Lobot	AL R	5.00
● Local Uprising	OBJ R	4.00
● Mind What You... Learned	OBJ R	4.00
● OS-72-1 In Obsidian 1	STA R	5.50

DAGOBAH EXPANSION

DECIPHER-1996

Full Set (180 cards)	160.00
Booster Pack (9 cards)	2.50
Booster Box (36 packs)	100.00
Commons	.10
Unlisted Uncommons	.50
Unlisted Rares	3.00

● Avenger	STA R	9.00
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CLOUD CITY EXPANSION

DECIPHER-1997

Full Set (180 cards)	155.00
Booster Pack (9 cards)	2.75
Booster Box (36 packs)	105.00
Commons	.10
Uncommons	.50
Unlisted Rares	3.00

● Boba Fett	AL R	20.00
● Boba Fett's Blaster Rifle	WEA R	6.00
● Bright Hope	STA R	5.00
● Captain Bewil	IMP R	3.50

INQUEST gamer Price Guide

● OS-72-10	IMP R	4.00
● OS-72-2 In Obsidian 2	STA R	8.00
● Outer Rim Scout	AL R	5.00
○ Princess Organa	REB R	15.00
○ R3-T2	DRO R	4.00
● Raltrix	OBJ R	4.00
○ Rendezvous Point	LOC R	4.00
○ Rogue 4	VEH R	4.50
● Sarlack	CHE R	3.50
● Short-Range Fighters	UIN R	3.50
○ Spiral	STA R	6.50
● Strategic Reserves	EFF R	4.00
○ T-47 Battle Formation	REB R	12.00
○ TK-422	UIN R	4.00
● UORRUR'R's Bantha	VEH R	4.00
● Vader's Personal Shuttle	STA R	7.00
● Vengeance	STA R	10.00
● Witti's Sandcrawler	VEH R	3.50
○ X-wing Assault Squadron	STA R	5.50

● Speeder Bike	VEH R	5.00
● Tempest 1	VEH R	30.00
● Tempest Scout 4	VEH R	25.00
○ Threepio	DRO R	28.00

REFLECTIONS EXPANSION DECIPHER-2000

FOILS		
Unlisted Very Rares		4.00
Unlisted Super Rares		10.00

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YOUNG JEDI DATA C-COMMON U-UNCOMMON R-RARE

● DARK SIDE ○ LIGHT SIDE

BAT Battle Card CHA Character LOC Location STA Starship WEA Weapon

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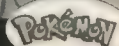
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MAGIC The Gathering

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Summon Legend means she's extra special.

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Explains exactly what the card does.

Card's illustrator.



Warrior costs two green and one generic mana to summon.

Tells you what set the card belongs to and the card's rarity. Mirri is a rare from the Exodus expansion.

Story-related stuff.

Only for creatures.

ARTIFACTS

NAME	R	C	U	P	COST	SETS
Acidic Dagger	ART	R	---	---	MG	
● Destroy a non-wall creature receiving combat damage from target creature. If targeted creature leaves play, bury dagger.						
Admiral's Seal	ART	U	---	---	UA	
● +0/+1 until end of turn 3/3						
Aggravate the Meek	ART	R	---	---	UA	
● Give a 1/1 creature +1/+2 until end of turn						
Ancient's Gaze	ART	---	---	---	FE	
● Sacrifice: Deals 2 damage to any target.						
Archmage's Gaze	ART	---	---	---	AI	
● Flying. Cannot be assigned to block 2/1						
At-hera's Carpet	ART	R	---	---	LG	
● Prevent all damage to you this turn from attacking, non-flying creatures						
Atkiddie's Lamp	ART	R	---	---	AN.R.4th	
● Instead of drawing a card, look at the top X cards of your library and choose one to put in your hand. Shuffle the rest and put them on the bottom of your library						
Atkiddie's Ring	ART	R	---	---	AN.R.4th.5th.6th	
● Do 4 damage to any target						
Acheron's Tomb	ART	R	---	---	LG	
● Change the color of target permanent you control						
Altar of Demons	ART	R	---	---	TM	
Sacrifice a creature: Target player puts a number of cards equal to that creature's power from his library into his graveyard.						
Amber Prison	ART	R	---	---	MG.6th	
You may leave Prison tapped. ● Tap target artifact creature or land. As long as Prison is tapped, target does not untap.						
Amulet of Kroeg	ART	C	---	---	AQ.4th.5th	
● Prevent 1 damage to any target						
Amulet of Quetz	ART	R	---	---	UA	
● Sacrifice: Flip a coin. If you win the flip, target opponent sees the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.						
Amulet of Unmaking	ART	R	---	---	MG	
● Remove Amulet from the game. Remove target artifact creature or land from the game. Play this ability as a sorcery.						
Angel's Trumpet	ART	U	---	---	UL	
Attacking doesn't cause creatures to tap. At end of each player's turn tap all untapped creatures he controls that didn't attack. Trumpet deals 1 damage to that player for each creature tapped this way.						
Ankh of Mishra	ART	R	---	---	Basic	
Whenever a player plays a land, Ankh deals 2 damage to him.						
Anvil of Bargains	ART	R	---	---	VS	
Each player steps his discard phase. During each player's turn phase, that player draws an additional card then discards a card.						
Apocalypse Chime	ART	R	---	---	HL	
● All cards in play from Homelands are buried						
Arcon's Sleigh	ART	U	---	---	UA	
● Target attacking creature does not tap. You may only use this ability if defending. Target controls snow-covered lands.						
Arcon's Westervane	ART	U	---	---	UA	
● Target snow-covered land becomes non-snow-covered						
● Target non-snow-covered land becomes snow-covered						
Arcon's Whistle	ART	U	---	---	UA	
● If target non-wall creature does not attack this turn, it is destroyed at end of turn. The creature's controller may counter this effect by paying ● where ● is the creature's casting cost. Play only during opponent's turn.						
Arms of the Ancients	ART	R	---	---	LG.6th	
Tap all legends. Legends do not untap as normal during upkeep.						
Armageddon Clock	ART	U	---	---	AQ.R.4th	

NAME	R	C	U	P	COST	SETS
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Any player may spend ● during any upkeep to remove a counter.						
Ashnod's Altar	ART	U	---	---	AQ.4th.5th.6th	
● Sacrifice a creature: Add ● to your mana pool.						
Ashnod's Battle Gaze	ART	U	---	---	AQ.4th	
● Target creature you control gains +2/+2 as long as Gear is tapped. You may leave Gear tapped.						
Ashnod's Cycle	ART	R	---	---	AI	
● Target player looks at the top three cards of his library and puts one on top. Remove the remaining two from game.						
Ashnod's Transmogrifier	ART	C	---	---	AQ.4th.5th	
● Sacrifice Target non-artifact creature becomes an artifact creature and gains +1/+1						
Assembly Hall	ART	R	---	---	MM	
● Reveal a creature card in your hand, search your library for a copy of that card, and put the card into your hand.						
Astroheist	ART	C	---	---	AI	
● Sacrifice: Add two mana of any color to your pool. Casting fee.						
Balm of Restoration	ART	R	---	---	FE	
● Sacrifice: Gain 2 life or prevent 2 damage to any target.						
Barbed Sarcast	ART	C	---	---	UA.5th	
● Sacrifice: Add one mana of any color to your pool. Casting fee.						
Barbed Wire	ART	U	---	---	MM	
At the beginning of each player's upkeep Barbed Wire deals 1 damage to that player. ● Prevent the next 1 damage that would be dealt by Barbed Wire this turn.						
Bargaining Tables	ART	R	---	---	MM	
● Draw a card. X is number of cards in opponent's hand.						
Bart's Caps	ART	R	---	---	DK.4th.5th	
● Target creature doesn't untap during its controller's next upkeep.						
Bart's Goggles	ART	R	---	---	UA	
During your upkeep you may put a counter on Goggles. ● Sacrifice: Draw X cards, where X is the number of counters.						
Basilisk Golem	ART	U	---	---	MG	
Cannot be blocked by artifact creatures. At end of turn bury each creature blocking Golem and put a 0/2 artifact creature wall into play for each creature buried. 2/4						
Basilisk Headbitch	ART	U	---	---	LUR	
● Add ● to your pool. Can only be untapped by spending ●						
Baton of Mercies	ART	U	---	---	UA	
● Target creature gains banding until end of turn.						
Battering Ram	ART	C	---	---	AQ.4th.5th	
Bands when attacking. At end of combat, any walls blocking Ram are destroyed. 1/1. But who the heck plays with walls?						
Beast of Burden	ART	R	---	---	UA	
Beast of Burden has power and toughness equal to the number of creatures in play. "F."						
Bello's Armor	ART	U	---	---	NE	
● Target creature gains +X/+X until end of turn						
Bello's Portal	ART	R	---	---	NE	
As Portal comes into play, choose a creature type. ● Put a creature card of the chosen type from your hand into play.						
-Black Lotus	ART	R	-----	---	LU	
● Sacrifice: Add 3 mana of any color to your mana pool.						
Black Mana Battery	ART	R	---	---	LG.4th	
● Put a counter on Battery. ● Add ● to your mana pool and add an additional ● for each counter you remove.						
-Black Vise	ART	U	---	---	LUR.4th	
At the end of his upkeep, target opponent takes 1 damage for each card over in his hand.						
Blue Mana Battery	ART	R	---	---	LG.4th	
● Put a counter on Battery. ● Add ● to your mana pool and add an additional ● for each counter you remove.						

NAME	R	C	U	P	COST	SETS
Bone Fields	ART	U	---	---	DK	
● One all creatures 1/0 until end of turn.						
Bone Mask	ART	R	---	---	MG	
● Prevent all damage to you from one source. For each damage prevented, remove the top card of your library from the game.						
Bony Trap	ART	R	---	---	TM	
When Trap comes into play, name a card other than a basic land. When target opponent draws cards, he reveals them to all players. If any of these cards is the named card, sacrifice Trap and it deals 10 damage to that player.						
Book of Ruin	ART	R	---	---	DK.6th	
● Pay 2 life. Draw a card.						
Broomstick	ART	R	---	---	WL	
● Until end of turn, if at any time the top card in your graveyard is an instant or sorcery, you may play it as though it were in your hand. If you do so, remove the card from the game.						
Bottle Gnomes	ART	U	---	---	TM	
Sacrifice Bottle Gnomes. Gain 3 life. 1/3						
Bottle of Solomon	ART	R	---	---	AN.R.4th.5th.6th	
● Sacrifice: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a 0/2n token, a 5/5 flying artifact creature.						
Brainwashed Cup	ART	U	---	---	UD	
● You gain 1 life.						
Brainwashed Sextant	ART	U	---	---	UD	
● Sacrifice: Search your library for a basic land, reveal that card, and put it into your hand.						
Brass Man	ART	U	---	---	AN.R.4th	
● Untap Brass Man. Use only during your upkeep. 1/3						
Brass Sacrifice	ART	C	---	---	3	UD
● Sacrifice: Draw a card. 2/1						
Brass-Filled Chalice	ART	U	---	---	VS	
First strike. Sacrifice Put a +2/+2 counter on target creature. And that creature's first strike permanently. 2/2						
Braze Horns	ART	R	---	---	LG.6th	
● If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4						
-Bronze Tablet	ART	U	---	---	AQ.4th	
● Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent owns Tablet. Opponent may counter this effect by paying 10 life. Tablet enters play tapped.						
Bubble Matrix	ART	R	---	---	WL	
All damage dealt to creatures is reduced to 0						
Bulldozer	ART	U	---	---	SH	
● Do 1 damage to target creature. That creature attacks this turn if able.						
Calipers	ART	U	---	---	UD	
Whenever a creature attacks, Calipers deals 1 damage to it.						
Candelabra of Truth	ART	R	---	---	AQ	
● Untap X lands						
Cardtooth	ART	U	---	---	UZ	
When Cardtooth is put into a graveyard from play, add three colorless mana to your mana pool. 3/3						
Celestial Prism	ART	U	---	---	LUR.4th	
● Add 1 mana of any color to your mana pool.						
Celestial Sward	ART	R	---	---	UA	
● Target creature you control gains +3/+3 until end of turn. Bury creature at end of turn.						
-Chaos Orb	ART	R	---	---	LU	
● Sacrifice: Flip Orb from height of one foot. If it rotates at least 360°, any cards it is touching are destroyed.						
Charcoal Diamond	ART	U	---	---	MG.6th	
Comes into play tapped. ● Add ● to your mana pool.						
Chariot of the Sun	ART	U	---	---	MG	

NAME	R	C	U	P	COST	SETS
● Target creature you control gains flying and has its toughness reduced to 1 until end of turn.						
Chimeric Idol	ART	U	---	---	PY	
● Tap all lands you control. Chimeric Idol becomes a 3/3 artifact creature until end of turn.						
Chimeric Sphere	ART	U	---	---	WL	
● Sphere is a 2/1 artifact creature with flying. ● Sphere is a 3/2 artifact creature without flying. Both last until end of turn.						
Chimeric Staff	ART	R	---	---	UZ	
● Staff is an artifact creature with power and toughness each equal to X until end of turn.						
Citizen Fists	ART	R	---	---	UZ	
● Search your library for a creature with total casting cost no greater than X. Reveal that card and put it into your hand.						
City in a Bottle	ART	R	---	---	AN	
All Arabian Nights cards are buried. No AN cards can be played.						
Claws of Gix	ART	U	---	---	UZ	
● Sacrifice a permanent: Gain 1 life.						
Clay Statue	ART	C	---	---	AQ.4th.5th	
● Regenerate 3/1						
Clockwork Avian	ART	R	---	---	AQ.4th	
Flying. Put four +1/+0 counters on Avian. At the end of any combat in which Avian attacks or blocks, remove a counter. ● Add X counters to Avian (maximum four). Use only during upkeep. 0/4						
Clockwork Beast	ART	R	---	---	LUR.4th.5th	
Put seven +1/+0 counters on Beast. At the end of any combat in which Beast attacks or blocks, remove a counter. ● Add X counters to Beast (max seven). Use only during upkeep. 0/4						
Clockwork Gnomes	ART	C	---	---	HL	
● Regenerate target artifact creature. 2/2						
Clockwork Shield	ART	C	---	---	HL.5th	
Cannot be blocked by artifact creatures. Put four +1/+0 counters on Shield. At end of any combat in which Shield attacks or blocks, remove a counter. ● Add X counters to Shield (max 4). 0/3						
Clockwork Swarm	ART	C	---	---	HL	
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacks or blocks, remove a counter. ● Add X counters to Swarm (max 4). 0/3						
Coal Golem	ART	U	---	---	EX	
● Sacrifice Golem: Add ●●● to your mana pool. 3/3						
Coat of Arms	ART	R	---	---	EX	
Each creature gets +1/+1 for each other creature in play of the same type.						
Cold Thunder	ART	C	---	---	TM	
First strike. 2/1						
Cold Storage	ART	R	---	---	TM	
● Put target creature you control on Cold Storage. Sacrifice Cold Storage. Put all creatures on Cold Storage into play.						
Colossus of Sardia	ART	R	---	---	AQ.4th.5th	
● Cannot be blocked by artifact creatures. Put four +1/+0 counters on Colossus. ● Untap during your upkeep. 9/3						
Compass Automaton	ART	R	---	---	NE	
Solemn. At the beginning of your upkeep, if you control seven or more permanents, return Automaton to its owner's hand. 4/4						
Conch Horn	ART	R	---	---	FE	
● Sacrifice: Draw 2 cards. Place a card from your hand back on top of your library.						
Concoction	ART	U	---	---	LUR.4th	
● Prevent up to 2 damage to you						
Copper Gnomes	ART	R	---	---	UZ	
● Sacrifice: Choose an artifact in hand and put it into play. 1/1						
Copper-Lined Angel	ART	R	---	---	PY	
Flying. ● Sacrifice X lands: Put X +1/+1 counters on Angel. 2/2						
Copper Talism	ART	R	---	---	LU	
Each player takes 1 damage during his upkeep.						
Corrupted Seal	ART	R	---	---	AQ.4th.5th	
● Discard a card at random. Target creature gains +2/+2 until end of turn.						
Crawspace	ART	R	---	---	UL	
No more than two creatures can attack you each combat.						
Credit Voucher	ART	U	---	---	MM	
● Sacrifice. Shuffle any number of cards from your hand into your library, then draw that many cards.						
Crested Wall	ART	U	---	---	MM	
● Target creature gets +0/+4 until end of turn. 0/4						
Crested Scales	ART	R	---	---	MM	
● Choose a target creature you control and target creature opponent controls. Flip a coin. If you win, destroy opponent's creature. If you lose, destroy your creature unless you pay ● to reflip.						
Crown of the Ages	ART	R	---	---	IA.5th	
● Switch target enchantment from one creature to another. Target enchantment as if it were just cast.						
Crown of Sauron	ART	R	---	---	MM	
For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.						
Crystalline Chime	ART	U	---	---	UZ	
● Sacrifice: Return all enchantments from your graveyard to your hand.						
Crystalline Golem	ART	C	---	---	MG	
At the end of your turn Crystalline Golem phases out. 3/3						
Crystalline Idol	ART	U	---	---	Basic	
● Gain 1 life for any blue spell cast. Gain only 1 life per spell.						
Cursed Mask	ART	U	---	---	AQ.4th	
Opponent must discard down to four cards during discard phase.						
-Cursed Scroll	ART	R	---	---	UA	
● Name a card. Opponent chooses a card at random from your hand. If he chooses the named card, Scroll deals 2 damage to target creature or player.						
Cursed Scroll	ART	R	---	---	MG.6th	
Plays cannot use creature abilities requiring an activation cost.						
Cyclopean Tomb	ART	R	---	---	LU	
● Turn target land into a swamp. If Tomb leaves play, each turn one land transformed by Cyclopean Tomb (your choice) returns to normal.						
Damnable Pact	ART	R	---	---	UZ	
A player who controls more permanents than any other cannot play lands or artifact, creature or enchantment spells. That player may sacrifice a permanent to ignore the effect until end of turn.						
Daunting Scimitar	ART	R	---	---	AN.4th.5th.6th	
Flying. 1/5						
Dark Spies	ART	U	---	---	D	
● Sacrifice. Prevent half the damage done to you by a single source, rounded down.						
Defense Grid	ART	R	---	---	UZ	
During each player's turn, spells played by another player cost an additional ●.						

NAME	MOND	CR	PR	COST	SETS
Delfin's Cone	ART	U	-	-	FE
• Sacrifice: If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.					
Delfin's Darts	ART	U	-	-	FE
• If target creature you control attacks and isn't blocked, it deals no damage, instead put a counter on Delfin's Darts. Pay 1 and remove a cube counter to regenerate target creature.					
Despotic Scepter	ART	R	-	-	IA
• Buy target permanent you own. No. Really, that's what it does.					
Diabolic Mischief	AC	U	-	-	DK,40,5th
• Regenerates 4/4.					
Diamond Kaleidoscope	ART	R	-	-	YS
• Put a Prism token into play. Treat as a 0/1 artifact creature. Sacrifice a Prism: Add one mana of any color to your pool.					
Digideroo	ART	R	-	-	HL
• Take a Minotaur from your hand and put it directly into play. Whenever a land is destroyed, its controller takes 2 damage.					
Dingus Staff	ART	U	-	-	BS
• Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.					
Disrupting Scepter	ART	R	-	-	BS
• Opponent must discard a card. Play as a sorcery.					
Distorting Lens	ART	R	-	-	TM
• Target permanent becomes the color of your choice until end of turn.					
Dragonian Cylx	ART	R	-	-	FE
• Discard a card at random. Regenerate target creature.					
Dragon Engine	ART	R	-	-	TM
• Put 2 +1/+1 counters on target creature.					
Dragon Engine	AC	R	-	-	AQR,4th,5th,6th
• +1/+0 until end of turn 1/3					
Dragon Mask	ART	U	-	-	YS,6th
• Target creature you control gets +2/+2 until end of turn. If end of turn, return it to its owner's hand.					
Ebony Rhino	AC	T	-	-	AM,4th
• Urp one of your attackers and crack it if it never attacked.					
Ebony Rhino	AC	T	-	-	HL
• Trample 4/5.					
Echo Chamber	ART	R	-	-	TM
• Opponent chooses a creature he controls. Put a token with that creature's name in it as a copy of that creature, but with haste. At end of turn, remove token creature from game. Play as a sorcery.					
Elixir of Vitality	ART	U	-	-	SC
• Comes into play tapped. • Sacrifice: Gain 4 life. • Sacrifice: Gain 8 life.					
Elkin Bottle	ART	R	-	-	IA,5th
• Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, return it from the game.					
Elven Lyre	ART	R	-	-	FE
• Sacrifice. Target creature gets +2/+2 until end of turn.					
Emerald Medallion	ART	R	-	-	TM
• Your own spells cost less to play.					
Enamelled Token	ART	R	-	-	TM
• Draw two cards, then choose and discard a card.					
Endoskeleton	ART	U	-	-	UZ
• Target creature you control is not untapped. Endoskeleton remains tapped. Target creature gets +0/+3 as long as endoskeleton remains tapped.					
Energizer	AC	R	-	-	U
• Put 2 +1/+1 counters on Energizer. 2/2.					
Ensnaring Bridge	ART	R	-	-	SH
• Creatures with power greater than the number of cards in your hand cannot attack.					
Erratic Portal	ART	R	-	-	EX
• Return target creature to its owner's hand unless its owner pays 1.					
Erazor Gnomes	AC	U	-	-	MG
• Target spell or permanent is pointless until end of turn. 1/1.					
Easance Bottle	ART	U	-	-	TM
• Put a counter on Bottle. • Remove all counters: Gain 2 life for each counter.					
Excavator	ART	U	-	-	TM
• Sacrifice a basic land: Target creature gains that landwalk until end of turn.					
Extruder	AC	U	-	-	UD
• Echo. Sacrifice an artifact: Put a +1/+1 counter on target creature 4/3.					
Eye of Ramo	ART	U	-	-	MM
• Add to your pool. Sacrifice: Add to your pool.					
Eye of Yawgmoth	ART	R	-	-	NE
• Sacrifice a creature: Reveal cards from the top of your library equal to the sacrificed creature's power. Put one into your hand and remove the rest from the game.					
Falden's Cane	ART	C	-	-	AQR,4th
• Remove from game. Shuffle your graveyard into your library.					
Felhuur Staff	ART	R	-	-	HL,5th
• Produce 1 mana of any color that opponent's lands produce.					
Ferz's Ban	ART	R	-	-	HL,5th
• Summon spells cost an additional 1 to cast.					
Fine Diamond	ART	U	-	-	MG,6th
• Comes into play tapped. Add to your mana pool.					
Flint Cleave	AC	U	-	-	U
• Whenever Golem becomes blocked, defending player puts the top three cards of his library into his graveyard. 2/3.					
Floodwater Dam	ART	R	-	-	AI
• Sacrifice: Tap X target lands.					
Flowstone Armor	ART	R	-	-	NE
• You may choose not to untap Flowstone Armor during your upkeep step. • Target creature gets +1/+1 as long as Flowstone Armor remains tapped.					
Flowstone Sculpture	AC	R	-	-	TM
• Choose and discard a card. Sculpture gains first strike, trample or a +1/+1 counter permanently 4/4.					
Flowstone Sculpture	AC	R	-	-	NE
• Thopter gets +1/+1 and gains flying until end of turn. 4/4.					
Fluctuator	ART	R	-	-	UZ
• Cycling costs you up to less to play.					
Flying Carpet	ART	R	-	-	AK,R,4th

● Sacrifice. Take control of an opponent's land, creature or artifact. Then give that opponent one of your permanents of the same type. Regain all enchantments on traded permanents.

General's Decree ART R *** MM
 ● The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.

Glasses of Urza ART U • Basic
 ● Look at opponent's hand. No, he's cards!

Goblin Lyra ART R •
 ● Sacrifice. Flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise you take damage equal to the number of creatures opponent controls.

Golgathian Sylex ART R • AQ
 ● Bury all Antiquities cards. Boo-yah!

Grafted Skullcap ART R • UZ
 During your draw phase, draw an additional card. At the end of your turn, discard your hand.

Grapeshot Catapult AC C • AQ,4th,5th
 ● Do 1 damage to a target flying creature. 2/3.

Green Mana Battery ART R • LG,4th
 ● Put a counter on Battery. Add ● to your mana pool and add ● for each battery you remove as well.

Grim Monolith ART R •
 Monolith does not untap during your untap step. Add three colorless mana to your mana pool. ● Untap Monolith.

Grindstone ART R • TM
 ● Put the top two cards of target player's library into his graveyard. Both cards share at least one color, repeat this process.

Griming Tablet ART R • MG,6th
 ● Sacrifice. Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.

Gustha's Scepter ART R • AI
 If you lose control of Scepter, put all cards under it into your graveyard. ● Put any card from your hand face down under Scepter. ● Return any card under Scepter to your hand.

Heart of Rames ART R • MM
 ● Add ● to your pool. Sacrifice. Add ● to your pool.

Heartstone ART U • SH
 The cost of each creature ability requiring an activation cost is reduced by ● to a minimum of ●.

Helm of Awakening ART U • VS
 At spells cost, ● less to play.

Helm of Chutzk ART R • LJ,UR,4th,5th
 ● Target creature gains banding until end of turn.

Helm of Obedience ART R • AI
 ● Put top card of opponent's library into his graveyard. Continue until you have flipped X cards or a creature card. If the last card flipped is a creature, bury Helm and put that creature into play under your control as though it were just cast.

Helm of Possession ART R • TM
 You may choose not to untap Helm. ● Sacrifice a creature. Gain control of target creature as long as you control of Helm and it remains tapped.

Hematta Talsman ART U • IA
 ● Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Henge Guardian AC U • MM
 Gains trample until end of turn. 3/4.

Hive, The ART R • LJ,UR,4th,5th,6th
 ● Create a Giant Wasp. Place a 1/1 flying artifact creature.

Hollow Warrior AC U • PY
 Hollow Warrior can't attack or block unless you tap an untapped creature you control. 4/4.

Hopping Automaton AC U • UZ
 ● Automaton gets -1/-1 and flying until end of turn. 2/2.

Horn of Deceitling ART R • LG, CH
 ● If legal creature deals no damage in combat this turn, ●.

Horn of Greed ART R • SH
 Whenever any player plays a land, that player draws a card.


Horn of Plenty ART R • MM
 Whenever a player plays a spell, he may pay ●. If that player does, he draws a card at end of turn.

Horn of Rames ART R • MM
 ● Add ● to your pool. Sacrifice. Add ● to your pool.

Hornet Cannon ART U • SH

STUMPER

by *Arday*



Artifact Creature — Golem

Hollow Warrior can't attack or block unless you tap an untapped creature you control. (This cost is paid as attacks or blockers are declared.)

Though it looks like a living thing, anyone could tell it moves as slow, not to mention

— Illus. Adam Peter

● Put a taken into play. Treat as a 1/1 flying artifact creature with haste. At end of turn, destroy the token.

Horrible Horde AC U • MG
 Rampage 1/22. Beware the angry tooth.

Howling Min ART R • BSic
 During each player's draw phase, that player draws an extra card.

Ice Cauldron ART R • IA
 ● Put a spell on Cauldron if there are no counters on it. Put X counters on Cauldron. You may cast that spell as though it were in your hand. ● Remove the counters to add mana of the type used to put the counters on Ice Cauldron in your mana pool. This mana can only be used to cast the spell on top of Cauldron.

NAME	TYPE	HOW	CD	CR	PR	COST	SETS
Igneous Golem	Target land, creature, or artifact.	AC	U	••	••	••	MC
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Illusory Mask	ART	R	••	••	••	••	LU
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Implements of Sacrifice	ART	R	••	••	••	••	FE
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Infinita Hologlass	ART	R	••	••	••	••	IA
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Iron Laces	ART	U	••	••	••	••	MM
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Iron Maiden	ART	R	••	••	••	••	UL
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Iron-Horn Chimera	ART	U	••	••	••	••	UL
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Ivory Count	ART	U	••	••	••	••	LU
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Ivory Tower	ART	U	••	••	••	••	UL
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jabari's Banner	ART	R	••	••	••	••	WL
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jade Menolith	ART	R	••	••	••	••	UL
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jade Statue	ART	U	••	••	••	••	UL
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jalium Tome	ART	R	••	••	••	••	UL
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jandor's Ring	ART	U	••	••	••	••	AM
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jandor's Saddlebags	ART	R	••	••	••	••	AM
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jangling Automaton	AC	C	••	••	••	••	WL
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jeynde's Tome	ART	R	••	••	••	••	UL
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jester's Cap	ART	R	••	••	••	••	IA
••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••
Jester's Mask	ART	R	••	••	••	••	IA
••	••	••	••	••	••	••	••

NAME	KIND	CR.	PR.	COST	SETS
Sacred Place	Place the top card of your library face down under Vault Sacrifice. Discard your hand, renegeing it with the cards under Vault.				
Kormus Bolt	ART	R	**	LUR.4th	
Treat all swamps as 1/1 creatures that can be tapped for LG.					
Kry Shield	ART	U	--		LG
+0 • Target creature you control gains +0/+0 until end of turn where X is its casting cost. Target deals no damage this turn.					
Kyron Archive	ART	R	**		MM
At the beginning of your upkeep, you may remove the top card of your library from the game face down. • Discard your hand Sacrifice. Put all cards removed from the game with Archive into their owner's hand.					
Kyren Totem	ART	R	**		NM
Put a counter on tot R • Remove 1 counters from tot Add 1 plus one colorless mana to your pool					
Lapis Lazuli Talisman	ART	U	--		IA
• Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.					
Lead Bomb	ART	R	**		MG
Golem attacks, it doesn't untap during your next untap. 3/3					
Lead-Blood Chimera	AC	U	--		UD
Trample Sacrifice Chimera Put a +2/+2 counter on target Chimera and it gains trample permanently 2/2					
Library of Leash	ART	U	--		LUR.4th 5th
Stop your discard phase. If forced to discard, you can choose to discard the top of your library rather than your graveyard.					
Life Chisel	ART	R	**		LG
Sacrifice a creature: Gain life equal to creature's toughness. Use only during upkeep					
Life Matrix	ART	R	***		LG
Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature Regenerate the creature.					
Lifelink	ART	R	**		UD
Whenever a creature is put into a graveyard and a creature is in play return that creature from its graveyard to play at end of turn.					
Lion's Eye Diamond	ART	R	**		MG
Sacrifice Diamond and another land. Add three mana of any one color to your mana pool. Use a Black Lotus, only, not.					
Living Armor	ART	C	***		DK. CH
Sacrifice Put a +0/+X counter on a target creature, where X is the creature's casting cost					
Living Wall	ART	R	**		LUR
Counts as a wall Regenerates O/E					
Lodestone Golem	ART	R	**		UD
• Sacrifice Put up to four basic lands from a player's graveyard on top of his library Caster					
Lotus Blossom	ART	R	***		UZ
During your upkeep, you may put a counter on Blossom. • Add X mana of one color to your mana pool. X is the number of counters on Blossom					
-Luteal Petal	ART	C	***		TM
• Sacrifice Add one mana of any color to your mana pool					
Majistrate's Scepter	ART	R	**		MM
Put a counter on Scepter • Remove three counters from Scepter Take another turn after this one					
Mana Battery	ART	R	**		VS
Put a counter on Mana • Sacrifice For each counter on it, Mine deals 1 damage to target creature or player.					
Magnetic Web	ART	R	**		TM
A creature with a magnet counter attacks all creatures with magnet counters (if attacker controls attack if able and if creatures with magnet counters are controlled by target creature). If able, add 1 to a magnet counter on target creature.					
Matchless Talisman	ART	U	--		IA
Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.					
-Mana Crypt	ART	R	***		PR
Put a counter on crypt. During your upkeep lose 3 life. If you lose the life, you die					
Mana Matrix	ART	R	**		LG
Pay • Less to cast an instant, interrupt or enchantment					
Mana Prism	ART	U	--		MG.6th
Add • To your pool. • Add one mana of any color to your pool					
-Mana Vault	ART	R	**		LUR.4th 5th
Add • To your mana pool. • Untap Vault. Use only during your upkeep. Vault does 1 damage to you if it is tapped at the end of your upkeep					
Mana Web	ART	R	**		UD
Whenever any land opponent controls is tapped for mana, tap all lands in your deck controls that can produce any type of mana that land can produce.					
Manakin	AC	U	--		TM
Add • To your mana pool. 1/1					
Mananga's Tome	ART	R	**		MG
Search your library for five cards. Shuffle and put these cards face up into your mana pool • Instead of drawing a card, add top card to your mana pool					
Marble Engine	AC	U	--		UD
Flying until end of turn • First strike until end of turn. 3/3					
Marble Diamond	ART	R	**		NG.8th
Comes into play tapped • Add • To your mana pool					
Marble Priest	AC	U	--		LG
Add • To your mana pool. Marble Priest must stay • As Marble Priest takes no damage in combat from walls. 3/3. Really? Who's gonna use walls?					
Mastiscore	AC	R	****		UD
At the beginning of your upkeep, you may discard a card from your hand If you don't, sacrifice Mastiscore. Mastiscore deals 1 damage to target creature. • Regenerate Mastiscore. 4/4					
Matzoi Golem	AC	U	--		VS
Regenerate and put a -1/-1 counter on Matzoi Golem. 3/3					
Medicine Bag	ART	U	---		EX
Choose and discard a card. Regenerate target creature					
Moekstone	ART	R	**		LUR.4th 5th
Destroy with power greater than 2 do not untap during upkeep					
Memory Crystal	ART	R	**		EX
All untyped costs are reduced by •					
-Memory Jar	ART	R	**		UL
Sacrifice Each player sets aside his hand and draws seven cards. At end of turn, each player discards his hand and returns to his hand each card he set aside					
Mercenary Add	ART	R	**		MM
At the end of your turn, if you didn't play a land this turn, you may draw a card.					
Mercenary Lift	ART	R	**		MM
Put a counter on lift R • Remove X counters from Winch. Put a creature card with converted mana cost X from your hand on top of lift					
Metallic Silver	AC	C	---		TM
Metallic Silver counts as a silver. 1/1.					

MAGIC SET ABBREVIATIONS

AI <i>Alliances</i>	EX <i>Exodus</i>	IA <i>Ice Age</i>	PR <i>Primo</i>	UD <i>Urza's Destiny</i>
AQ <i>Antiquities</i>	FE <i>Fallen Empires</i>	L <i>Limited</i>	R <i>Revised</i>	UL <i>Urza's Legacy</i>
AN <i>Arabian Nights</i>	5th <i>Fifth Edition</i>	LG <i>Legends</i>	6th <i>Sixth Edition</i>	UZ <i>Urza's Saga</i>
CH <i>Chronicles</i>	4th <i>Fourth Edition</i>	MG <i>Mirage</i>	SH <i>Stronghold</i>	VS <i>Visions</i>
DK <i>The Dark</i>	HL <i>Homelands</i>	MM <i>Merc. Mesques</i>	TM <i>Tempest</i>	WL <i>Weatherlight</i>

STUMPERS by Collin Jackson

**Can I block with the Hollow
Warrior and then have it tap
off to pay its own block cost?**



Originally, this trick worked, until the DCI gave the card errata. Now, you are required to choose a creature that isn't attacking or blocking in order to pay the Hollow Warrior's cost.

●● Put a token into play. Treat as a 1/1 flying artifact creature with haste. At end of turn, destroy the token.

Horrible Horde AC U ●● MG

Rampage 1. 2/2. Beware the angry toaster.

Howling Mine ART R ●● Basic

During each player's draw phase, that player draws an extra card.

Ice Cauldron ART R ●● IA

●● Put a spell on Cauldron if there are no counters on it. Put X counters on Cauldron. You may cast that spell as though it were in your hand. ●● Remove the counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Cauldron.

New Manipulator ART U ●● IA

C.U. If you play a card, bury Bubble ♦♦♦♦ Gain 1 Mf

Junk Diver AC R ♦♦♦♦ UD
Flying When Diver is put into a graveyard from play, return another artifact card from your graveyard to your hand. 1/1

Karn, Silver Golem AC R ♦♦♦♦ UD
Whenever Karn becomes or becomes blocked, it gets -4/-4 until end of turn ♦♦ Target noncreature artifact is an artifact creature with power and toughness each equal to its casting cost until end of turn 4/4

Keldon Battleground AC R ♦♦ PY
Trample Keldon Battleground can't block. When Keldon Battleground attacks, sacrifice it at end of combat. Tap an untapped creature you control. Keldon Battleground enters as X/X+1 until end of turn

Kill Switch ART R ... ● NE
 3. ● Tap all other artifacts. They don't untap during their controllers' untap steps as long as Kill Switch remains tapped.

Knowledge Vault ART R ... ● LG

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Milstone	ART	R	***	●	AQR, 4th, 5th, 6th
● Place the top two cards from target player's library into his graveyard					
Mind Stone	ART	C	***	●	WL
● Add ● to your mana pool. ● Sacrifice. Draw a card.					
Mindless Automaton	AC	R	***	●	EX
Comes into play with two +1/+1 counters. ● Discard a card. Put a +1/+1 counter on Automaton. Remove two +1/+1 counters from Automaton. Draw a card. U/O					
Mirror Universe	ART	R	***	●	LG
● Sacrifice. Trade life tokens with opponent. Use only during your upkeep. Comes into play tapped					
Miseric's Cape	ART	R	●	●	MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Miseric's Cape deals 2 damage to him					
Miseric's Groundbreaker	ART	U	***	●	AI
● Sacrifice. Target land becomes a 3/3 artifact creature					
Miseric's Helm	ART	R	●	●	UJ
● Tap 1 lands					
Miseric's War Machine	AC	R	●	●	AQR, 4th
Barring, Discard a card from your hand during upkeep or War Machine becomes tapped and does 3 damage to you. 5/5.					
Miseric's Fort	ART	U	***	●	AQJ
Counts as a wall. ● Gains 3/4 until end of turn and can attack this turn as though it were not a Wall. Use once per turn. 0/5.					
Miseric's Cannon	ART	R	●	●	TM
● Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature					
Miseric's Cape	ART	U	***	●	MM
When a creature comes into play, sacrifice Cape and put into play a number of 2/2 green Ape tokens equal to that creature's converted mana cost					
Miseric's Diamond	ART	U	***	●	MG, 6th
Comes into play tapped. ● Add ● to your mana pool.					
Miseric's Diamond	ART	R	***	●	SH
When Diamond comes into play, discard a land from your hand or sacrifice Diamond. ● Add one mana of any color to your pool					
Miseric's Emerald	ART	R	***	●	LU
● Add ● to your mana pool.					
Miseric's Jet	ART	R	●	●	LU
● Add ● to your mana pool.					
Miseric's Pearl	ART	R	***	●	LU
● Add ● to your mana pool.					
Miseric's Ruby	ART	R	***	●	LU
● Add ● to your mana pool.					
Miseric's Sapphire	ART	R	***	●	LU
● Add ● to your mana pool.					
Miseric's Compass	ART	U	***	●	AI, 6th
● Target mana-producing land becomes a basic land type of your choice until end of turn.					
Miseric's Talisman	ART	U	●	●	IA
● Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.					
Miseric's Simplicity	ART	R	***	●	IA
● Instead of their normal mana, plains produce ●, islands produce ●, swamps produce ●, mountains produce ●, and forests produce ●.					
Miseric's Necropolis	ART	U	***	●	DK
Counts as a wall. ● Remove a creature in your graveyard from game. Put a +0/+1 counter on Necropolis. X is the creature's cost. U/O					
Miseric's Ark	ART	R	***	●	LUR, 4th, 5th
● Destroy all non-land permanents. Comes into play tapped					
Miseric's Scales	ART	R	***	●	UJ
During each player's upkeep, return to owner's hand each creature he controls with power greater than the number of cards in his hand.					
Miseric's Star	ART	R	●	●	LG
● You may cast one spell this turn using mana of any color.					
Miseric's Pentacle	ART	R	●	●	LG
● Redirect all damage done to you by any source to target creature of opponent's choice. "No va" means "no" in Spanish.					
Miseric's Brook	ART	R	●	●	EX
● Discard your hand. Counter target noncreature spell.					
Miseric's Field	ART	R	●	●	NE
Players cannot play artifact abilities requiring an activation cost.					
Miseric's Unleashing	ART	R	●	●	AQ, CH, 5th
● Return target permanent you control to its owner's hand.					
Miseric's Golem	AC	U	***	●	LUR, 4th, 5th
4/5 We like to call him Larry					
Miseric's Onset	ART	U	***	●	AQR, 4th
If Onset goes to the graveyard from play, you gain 2 life. 2/2.					
Miseric's Talisman	ART	U	●	●	IA
● Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.					
Miseric's Drift	ART	R	●	●	MG
Flying. U/O. Despite what Tim Szewski thinks, this card sucks.					
Miseric's Panacea	ART	U	***	●	MM
● Prevent the next X damage that would be dealt to target creature or player this turn					
Miseric's Inhibitor	ART	R	●	●	NE
● Sacrifice. Paralyze inhibitor. Put a fade counter on each permanent you control with fade counters on it					
Miseric's Golem	AC	U	***	●	MG, 6th
● Flying until end of turn. 2/5					
Miseric's Gnomes	AC	U	***	●	TM
Choose and discard a card. Regenerate Patchwork Gnomes. 2/1					
Miseric's Cape	ART	R	●	●	MG
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Patchwork Cape deals 2 damage to him.					
Miseric's Medallion	ART	R	●	●	TM
Your white spells cost ● less to play.					
Miseric's Ages of the Ages	ART	R	***	●	IA, 5th, 6th
● Prevent all damage from being dealt from one source					
Miseric's Celestials	ART	R	●	●	UJ
Does not untap during your upkeep. Pay 5 life. Untap Celestials Cannot be blocked by fewer than three creatures. 8/8					
Miseric's Devourer	AC	R	●	●	AI
If Devourer's power is seven or greater, bury it. O. Remove the top card of your library from the game to put a +X/+X counter on Devourer, where X is equal to that card's casting cost. 1/1.					
Miseric's Dreadnought	ART	R	●	●	MG
Trample. In order to cast Dreadnought you must sacrifice any number of creatures with total power 12 or more. 12/12					

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Physician Furnace	ART	U	***	●	WL
● Remove the bottom card of target player's graveyard from game. ● Sacrifice. Remove a card in any graveyard from the game and draw a card.					
Physician Grime	ART	R	***	●	TM
● Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand					
Physician Hulk	AC	U	***	●	TM
Comes into play with X +1/+1 counters on it. Marauder cannot block. Marauder cannot attack unless you pay ● for each counter on it. U/O					
Physician Portal	ART	R	***	●	AI
● Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of these piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library					
Physician Processor	ART	R	***	●	UJ
When Processor comes into play, pay any amount of life. ● Put a Minion token into play. Treat as a black creature with power and toughness each equal to the original paid life total					
Physician Splicer	ART	U	***	●	TM
● Choosing flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn					
Physician Walk	AC	C	***	●	MG, 6th
● Sacrifice a creature. Draw a card.					
Physician Walker	AC	C	***	●	VS
0/3 (upheld) Ever worse than the Omnipheri					
Physician War Beast	AC	C	***	●	AI
If Beast leaves play, sacrifice a land and take 1 damage. 3/4.					
Phit Tr	ART	U	***	●	AQJ
● Sacrifice. Bury target attacking creature without flying.					
Pillar Gate	ART	R	●	●	LG
Pay ● less when casting a summon spell					
Portulaca	ART	R	***	●	SH
When a creature comes into play, if there are two other creatures in play, set that creature aside. If Portulaca leaves play, put creature into play under owner's control					
Powder Keg	ART	R	***	●	UD
At the beginning of your upkeep, you may put a counter on Keg. ● Sacrifice. Destroy each artifact and creature with converted mana cost equal to the number of counters on Keg					
Power Matrix	ART	R	***	●	MM
● Target creature gains +1/+1 and flying, first strike, and trample until end of turn.					
Predator, Flagship	ART	R	***	●	NE
● Destroy target creature with flying					
Primal Clay	ART	R	***	●	AQR, 4th, 5th, 6th
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.					
Puffer Extract	ART	U	***	●	MM
● Target creature you control gains +X/+X until end of turn. Destroy it at end of turn					
Puppet Strings	ART	R	●	●	TM
● Tap or untap target creature					
Purging Scythe	ART	R	●	●	UJ
During your upkeep, Scythe deals 2 damage to the creature with the lowest toughness. You choose which one if there is a tie					
Pyramids	ART	R	●	●	AN
● Prevent a land from being destroyed. ● Remove an enchantment from a land					
Quicksilver Amulet	ART	R	***	●	UL
● Choose a creature card in your hand and put that creature into play					
Rack, The	ART	U	***	●	AQR, 4th
Do 1 damage for each card in deck 3 opponent has during upkeep					
Rackling	ART	U	***	●	NE
At the beginning of opponent's upkeep, Rackling deals 1 damage to that player for each card in his hand fewer than three. 2/2					
Rakaitis	ART	R	●	●	AQ, CH
● Prevent 1 damage to any target. Rakaitis returns to owner's hand at end of turn					
Razor Pendulum	ART	R	●	●	MG
If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him					
Red Mana Battery	ART	R	***	●	LG, 4th
Put a counter on Battery. ● Add ● to your mana pool and add an additional ● for each counter you remove					
Reflection	ART	R	●	●	DK
● Redirect spell targeting you to player of your choice. X s go to the casting cost of target spell					
Rejuvenation Chamber	ART	U	***	●	NE
Fading. 2. Gain 2 life					
Relic Battery	ART	U	***	●	LG
● Tap target artifact					
Ring of Blue	ART	R	***	●	UL
Echo. ● Tap target artifact, creature or land					
Ring of Immortals	ART	R	●	●	LG
● Counter target interrupt or enchantment targeting a permanent you control					
Ring of Metal	ART	R	●	●	AN
● Sacrifice. Instead of drawing a card, draw a card you own from outside the game					
Ring of Renewal	ART	R	●	●	FE
● Randomly discard a card from your hand. Draw 2 cards.					
Rishadan Pawnshop	ART	R	●	●	MM
● Shuffle target card you control into its owner's library					
Rocket Launcher	ART	R	●	●	DK
● Do 1 damage to any target. If used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play					
Red of Rain	ART	U	***	●	LUR, 4th, 5th, 6th
Do 1 damage to any target					
Rotenapier	ART	R	●	●	HL
Flying. ● +1/+0 until the end of turn. You cannot spend more than this way each turn. 0/2					
Ruby Medallion	ART	R	●	●	TM
Your red spells cost ● less to play.					
Rusted Arch	ART	R	●	●	IA
Comes into play tapped. ● Sacrifice. X creatures with power no greater than 2 are unblockable this turn					
Runeblade	ART	C	***	●	DK, CH
● Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it does this turn. Destroy Runeblade if target leaves play					
Rusting Golem	AC	U	***	●	AI
● Rusting Golem's power and toughness are each equal to the number of fade counters on it. 7"					
Sand Golem	AC	U	***	●	MG
If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/5					

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Sandals of Abdallah	ART	R	● ●	AN
● Give Islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals				
Sands of Time	ART	R	***	●
Each player skips his untap step. At the beginning of each player's turn, he untaps each of his tapped artifacts, creatures and lands and taps each of his untapped artifacts, creatures and lands. Sands of Time doesn't affect itself.				
Sapphire Medallion	ART	R	***	●
Your blue spells cost ● less to play.				
Scalding Tongs	ART	R	●	●
During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent.				
Scarab of the Unseen	ART	U	***	●
● Sacrifice. Return all enchantments on target permanent you own to their owner's hand. Can't fly.				
Scarecrow	ART	U	***	●
● Prevent all damage to you from flying creatures this turn. 2/2.				
Scrapheap	ART	R	●	●
Whenever an artifact or enchantment is put into your graveyard from play gain 1 life.				
Scroll Rack	ART	R	***	●
● Choose any number of cards in your hand and set the cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.				
Screaming Glass	ART	R	***	●
● Choose a number greater than 0 and a color. Target opponent reveals his hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card. LG.				
Sentinel	ART	R	***	●
● Change Sentinel's toughness to the toughness of target creature blocked or blocked by it. 1/*.				
Serpent Generator	ART	R	***	LG, CH
● Put a Snake token, a 1/1 artifact creature, into play. Snake generator, opponent, opponent gets 1 poison counter.				
Serrated Arrows	ART	C	***	●
Put three arrow counters on Arrows when it comes into play. Remove one counter. Put a 1/*-1 counter on target creature.				

Each time a player puts a land into play, Ankh of Mishra deals 2 damage to that player.

Slax Tide to remove five of your opponent's creatures, your opponent will take massive damage.

Serrated Diskellon	AC	U	● ●	AN
● Put a 1/*-1 counter on target creature and a 1/*-1 counter on Serrated Diskellon.				
Shapeshifter	AC	U	***	AQ, 4th
● Add a number from 0 to 6. Choose 1 when Shapeshifter is cast and during each of your upkeeps. 7/*-7.				
Shield of the Ages	ART	U	***	●
● Prevent 1 damage to you.				
Shield Sphere	AC	U	● ●	●
Counts as a Wall. If Shield Sphere is assigned as a blocker, 0/*-1 counter on it. 0/6.				
Shifting Wall	ART	U	***	●
Counts as a Wall. Shifting Wall comes into play with X +1 counters on it. 0/0.				
Sisay's Ring	ART	C	●	●
● Add two colorless mana to your mana pool.				
Skull Catalyst	ART	U	***	IA, 5th
● Sacrifice a creature. Deal 2 damage to any target.				
Skull of Orm	ART	U	***	●
● Return an enchantment from your graveyard to your hand.				
Skull of Ramen	ART	R	***	●
● Add ● to your pool. Sacrifice: Add ● to your pool.				
Sky Diamond	ART	U	***	MG
Comes into play tapped. Add ● to your mana pool.				
Skyrusher	ART	U	***	●
Sacrifices. All creatures you control gain flying until end of turn.				
Smokestack	ART	R	● ●	●
During your upkeep, you may put a counter on Smokestack. During player's upkeep, that player sacrifices a permanent for each counter on Smokestack.				
Snake Bait	ART	R	***	●
● Sacrifice. Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.				
Snow Fortress	AC	R	● ●	●
Counts as a Wall. ●/+1 until end of turn. ●/+0/+1 until end of turn. ●/0 Damage to a non-flying attacking creature. 0/*.				
Sol Brill	ART	U	***	●
When Brill comes into play, you must choose a color and choose wisely. ● Add one mana of that color to your pool.				
Sol Ring	ART	U	***	●
● Add ● to your mana pool.				
Solvent Diggar	ART	R	● ●	●

● Deals 1 damage to target player

Temporal Aperture ART R ●●● UZ
● Shuffle your library and reveal the top card. Until end of turn as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its cost.

Tetravex AC R ●●● AQ4th
Flying. Counts on +1/+1 counters when cast. ● Move a counter on or off Tetravex. The counters are 1/1 flying artifact creatures that cannot be enchanted. US only during upkeep. 1/1

Theater Squads ART R ●●● UZ
Flying. Comes into play with +1/+1 counters. ● Remove a counter. Put 1/1 flying artifact creature Theater token into play play as a sorcery. ● Sacrifice a Theater. Put a +1/+1 counter on Squadron play as a sorcery. 0/0.

Thran Dynamo ART U ●●● UD

● Add ●● to your mana pool. ●●●

Thran Forge ART U ●●● UZ

● Until end of your turn, target nonartifact creature gets +1/+0 and is an artifact creature.

Thran Foundry ART U ●●● 1 UD

● Remove from game. Target player shuffles his graveyard into his library.

Thran Golem AC R ●●● UD

As long as Thran Golem is enchanted, it gets +2/+2 and gains flying, first strike, and trample. 3/3.

Thran Lens ART R ●●● UL

All permanents are colorless.

Thran Vane ART U ●●● WL

● Reveal the top 3 cards of your library to target opponent. Buy one of those cards of opponent's choice. Draw the rest.

Thran Vortex ART U ●●● UZ

During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.

Thran War Machine AC R ●●● 4/5 Jc

Echo. Thran War Machine attacks each turn if able. 4/5.

Thran Weaponry ART R ●●● UZ

Echo. You may choose not to untap Weaponry. ●●● At creatures get +2/+2 as long as Weaponry remains tapped.

Throne of Bore ART U ●●● LUR4th5th

●●● Gain 1 life when a black spell is cast. Use once per spell.

Thrumbscrews TM R ●●● UZ

During your upkeep, if you have five or more cards in your hand Thrumbscrews deals 1 damage to target opponent.

Ticking Gnomes AC U ●●● UL

Echo. Sacrifice. Deal 1 damage to target creature or player. 3/3.

Time Bane ART U ●●● UZ

Put a counter on Bane during your upkeep. ●●● Sacrifice. Do X damage to each creature and player where X is the number of counters on Time Bane.

Time Vault ART R ●●● LU

Take an extra turn. Comes into play tapped, and may only be untapped: 1 controller finishes a turn.

Time Chimeras ART U ●●● VS

Flying. Sacrifice Chimeras: Put a +2/+2 counter on target Chimeras and that Chimeras gains flying. 2/2.

Tooth of Rames ART R ●●● MM

● Add ●● to your pool. Sacrifice. Add ●● to your pool.

Tornet's Crypt ART C ●●● DK, CH

● Sacrifice. Remove all cards in target player's graveyard from the game.

Torture Chamber ART R ●●● TM

During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals 1 damage to you for each counter on it. ●●●

Remove all counters from Chamber. Chamber deals 1 damage for each counter on it to target creature.

Touchevents ART U ●●● WL

● Tap target artifact you do not control.

Tower of Colossal ART U ●●● DK

Make target creature unblockable by walls until end of turn.

Toyman ART U ●●● MM

Discard a card from your hand. Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.

Transmogifying Loid ART U ●●● EX

Counts as a Loid. ●●● Loid becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact." You may pay ●● to the effect. 2/2.

Triumph of War ART R ●●● VS

● Sacrifice. Choose a creature you control and a creature on opponent's control. Each creature deals damage equal to its power to the other.

Trisetic Egg ART R ●●● LG, CH

● Put a counter on Egg. ●●● If there are two counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly into play.

Triatation AC R ●●● AQ4th

Put three +1/+1 counters on Triatation when it comes into play. Remove a counter to deal 1 damage to any target. 1/1.

Unleash ART R ●●● UZ

During each player's upkeep, that player pays 2 life or returns a permanent he controls to his hand.

Unerring Sting ART U ●●● MG

● Tap an untapped creature you control. Sting deals the creature's power in damage to target attacking or blocking creature with flying.

Urza's Armer ART U ●●● UZ

Whenever a source deals damage to you, that damage is reduced by 1.

Urza's Avenger AC R ●●● AQ4th5th

Avenger gets -1/-1 and gains either flying, banding, first strike or trample until end of turn. 4/4.

Urza's Bubble ART U ●●● UZ

● Sacrifice. Look at a random card from opponent's hand. Caring

Urza's Blueprints ART R ●●● UL

Echo. Draw a card.

Urza's Chalice ART C ●●● AQ

Gain 1 life for any artifact cast. Gain only 1 life per artifact.

Urza's Engines ART R ●●● UZ

Trample. Banding until end of turn. ●●● All creatures banded with Urza's Engine gain trample until end of turn. 1/5.

Urza's Incubator ART R ●●● UD

When Urza's Incubator comes into play, choose a creature type. Creature spells of the chosen type cost ● less to play.

Urza's Mirror ART U ●●● AQ

Draw a card when one of your artifacts goes to the graveyard.

Ventifact Bottle ART R ●●● MG

●●● Put X counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your pool.

Veiling Aresalis ART R ●●● UZ

Target player names a creature and turns over the top card of his library. If a player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.

Vibrating Spheres ART R ●●● UZ

During your turn, all your creatures get +2/+0. During all other turns, all your creatures get -2/-0.

Victory ART C ●●● NE

At the beginning of opponent's upkeep, Victory deals damage to that player equal to the number of cards in his hand minus 4. 2/2.

Vulcan's Laboratory ART R ●●● SH

Choose a color and a creature type. ●●● Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.

Wand of Wishes ART U ●●● UZ

●●● Untap target artifact.

Wand of Wishes ART R ●●● LG, CH

Put a counter on Wand during upkeep. If Wand is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Wand. ●●● Do X damage to one target.

Wandering Wall AC U ●●● UZ

Counts as wall. ●●● One Wandering Wall +3/-1 and unable to it attack. This ability may only be used once per turn. 0/6.

Wall of Junk AC U ●●● UZ

When Wall blocks, return it to owner's hand at end of combat. 0/7.

Wall of Shields AC U ●●● UZ

Counts as shield. Banding. 0/4.

Wall of Spears AC C ●●● AQ4th5th

First strike. Counts as a wall. 2/3.

Wand of Wishes ART R ●●● VS, SH

● Look at the top card of target player's library. If that card is a nonland, you may pay 2 life to put it into that player's graveyard.

Wand of Wishes ART U ●●● DK

● Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land). Use only once per turn.

War Barge ART U ●●● DK

Give target creature shieldwall until end of turn. Bury target. War Barge leaves play this turn.

War Chariot ART U ●●● UA

● Give target creature trample until end of turn.

Watching AC U ●●● TM

Becomes able. If Watching is untapped, all creatures attacking you get -1/-0. 1/2.

Well of Discovery ART R ●●● PY

All attacking creatures get -1/-0.

Well of Knowledge ART U ●●● WL

At the end of your turn, if you control no untapped lands, draw a card.

Any player may pay ● during his draw phase to draw a card. Players may use this ability as many times as they choose.

Well of Life ART U ●●● PY

At the end of your turn, if you control no untapped lands, you gain 2 life.

Wheel of Torment ART U ●●● UA

● Give one of your creatures with power 3 or less flying until end of turn.

Wheel of Torment ART R ●●● UL

During each of your opponent's upkeeps, Wheel deals 1 damage to that player for each card fewer than three in his hand.

Whispering ART R ●●● UA

● Each player puts the top 2 cards of his library into his graveyard.

Whispering Caliph ART R ●●● UA

● Remove the top two cards of your library from the game to have Caliph deal one damage to each flying creature and each player.

White Mana Battery ART R ●●● LG4th

● Put a counter on White Mana Battery. ●●● Add ●● to your pool and add an additional ●● for each counter you remove.

Winter Orb ART R ●●● LUR4th5th

Each player may only untap one land during his upkeep.

Wirecalt AC U ●●● UZ

Wirecalt cannot attack or block if an enchantment is in play. 4/2.

Witch's Sarcophagus ART U ●●● LUR4th5th

● Gain 1 life when any green spell is cast. Use once per spell.

Witchbane AC R ●●● UZ

Comes into play with four +1/+1 counters. Remove a counter. Add one creatureless mana to your mana pool. 0/0.

Worm Powerstone ART U ●●● UZ

Comes into play tapped. ●●● Add ●● to your pool.

Worry Beads ART R ●●● MM

At the beginning of each player's upkeep, that player puts the top card of his library into his graveyard.

Yankee Statue ART R ●●● WL

Yankee Statue is an 8/8 trampling artifact creature.

Yankee Statue does not tap when attacking. 1/4.

Zalynn Sword ART R ●●● FE

● Target creature gains +2/+0 as long as Sword is tapped. You may leave Sword tapped during your upkeep step.

Zarim Orb ART U ●●● UA

● Sacrifice a land. Gain 2 life.

Abandon Hope ART C ●●● X1

Choose and discard X cards. Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.

Abomination SC U ●●● LG4th

Green or white creature. Blocking or blocked by Abomination are destroyed after combat. 2/5.

Abyss, The EW R ●●● LG

Each player must bury a non-artifact creature he controls during his upkeep.

Abyssal Gatekeeper SC C ●●● WL

If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls. 1/1.

Abyssal Horror SC R ●●● UZ

Flying. When Horror comes into play, target player discards two cards. 2/2.

Abyssal Hunter SC R ●●● MG, SH

● Tap target creature. Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.

Abyssal Specter SC R ●●● UZ

Flying. Opponent damaged by Specter must discard a card. 2/3.

Agent of Shakkai SC C ●●● PY

● Sacrifice a land. Target creature gets +2/+0 until end of turn. 1/1.

Agonizing Memories SDR U ●●● WL, SH

Look at target player's hand. Choose two of those cards and put them on top of his library in any order.

Aku Ojinn SC R ●●● VS

Trample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.

All Hallow's Eve EN R ●●● LG

2 creatures on Eve when cast. Remove a creature during your upkeep. After the last creature is removed, everyone takes all creatures in their graveyards and puts them directly into play.

Alley Grifters SC C ●●● MM

Whenever Grifters becomes blocked, defending player discards a card from his hand. 2/2.

Animate Dead EN U ●●● LUR4th5th

Bring a creature from any graveyard into play on your side with -1 power. If Animate Dead leaves play, the creature is buried.

Apprentice Necromancer SC R ●●● UZ

● Sacrifice. Return target creature card from your graveyard to play. It gains haste. At end of turn, sacrifice it. 1/1.

Armor Thrall SC C ●●● FE

Sacrifice. Put a +1/+2 counter on target creature. 1/3.

Artifact Possession EA C ●●● UZ

Do 2 damage to artifact's controller whenever it is used.

Accursed Evincar SL R ●●● NE

Flying. Other black creatures get +1/+1. Nonblack creatures get -1/-1. 3/3.

Ashen Ghoul SC U ●●● UZ

Haste. ●●● Return Ghoul to play under your control if there are at least three creatures above it. 3/1.

Ashen Powder SDR R ●●● MG, SH

Take control of a creature from an opponent's graveyard.

Ashe to Ashe SDR U ●●● DK4th5th

Remove two non-artifact creatures from the game and take 5 damage. 0/0.

Attrition SC C ●●● UZ

● Sacrifice a creature. Destroy target nonblack creature.

Avatar of Wee SC R ●●● PY

If there are 10 or more creature cards total in all graveyards, Avatar of Wee costs ● less to play. Avatar of Wee can't be blocked except by artifact creatures and/or black creatures.

Target creature. It can't be regenerated. 6/5.

Bad Moon EN R ●●● LUR4th5th

All black creatures in play get +1/+1.

Baldurion Dead SC U ●●● AI

● Remove a creature in your graveyard from the game to put into play a 3/1 black creature with haste. Bury taken at end of turn. 2/3.

Banshee SC U ●●● DK, CH

●●● Banshee does X damage, half to you (round up) and half to any target (round down). 0/1.

Barbed-Back Wurm SC U ●●● MG

● Target green creature blocking Wurm gets -1/-1 until end of turn. 4/3.

Baron Scourge SL R ●●● HL

Flying. ●●● Add a +2/+2 counter to each creature sent to graveyard on turn where Baron damaged it. ●●● Regenerate target Vampire. 5/5.

Barrow Ghoul SC C ●●● WL

During your upkeep, remove the top creature card in your graveyard from the game or bury Barrow Ghoul. 4/4.

Basal Thrall SC C ●●● FE

● Sacrifice. Add ●● to your mana pool.

Battlefield Percher SC U ●●● NE

Flying. Battlefield Percher may block only creatures with flying. ●●● Battlefield Percher gets +1/+1 until end of turn. 2/2.

Befoul SDR C ●●● UZ

Bury target land or nonblack creature.

Belbe's Percher SC C ●●● NE

Flying. Belbe's Percher may block only creatures with flying. 2/2.

Believing Fiend SC R ●●● TM

Flying. Whenever Fiend damages any creature, Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3.

Bereavement SC U ●●● UZ

Whenever a green creature is put into a graveyard from play, its controller chooses and discards a card.

Binding Agony EC C ●●● MG

For each 1 damage dealt to enchanted creature. Binding Agony deals 1 damage to that creature's controller.

Black Carriage SC R ●●● HL

Trample. Doesn't untap as normal. Sacrifice a creature. Untap Carriage. Do this only during your upkeep. 4/4.

Black Knight SC U ●●● LUR4th5th

MAGIC

The Gathering

Players Guide

NAME	TYPE	MANA	CON	PR	COST	SETS
Search your library for a Mercenary with converted cost 4 or less and put that card into play 4/3.						
Catanan Nappers	SC	U	---	---	MM	MM
● Search your library for a Mercenary with converted cost 3 or less and put that card into play 4/2						
Catanan Overlord	SC	R	---	---	MM	MM
● Sacrifice a creature: Regenerate Drought ● Search your library for a Mercenary with converted cost 6 or less and put that card into play 7/5						
Catanan Persuader	SC	C	---	---	MM	MM
● Search your library for a Mercenary with converted cost 1 or less and put that card into play 2/1						
Catanan Slave	R	---	---	---	MM	MM
● Search your library for a Mercenary with converted cost 5 or less and put that card into play 5/5						
Catanan Summoner	SOR	U	---	---	MM	MM
Search your library for a Mercenary, reveal that card, and put it into play						
Cemetery Gate	SC	C	---	---	HL	HL
Protection from black 0/5						
Chains of Morphogenesis	EN	R	---	---	LG	LG
Except for the first card drawn in his draw step, every player must discard a card before drawing. A player with no cards must discard the card he draws.						
Chilling Apparition	SC	U	---	---	PY	PY
● Regenerate Chilling Apparition: Whenever Chilling Apparition deals combat damage to a player, he or she discards a card from his or her hand 1/1						
Chime of Night	EC	C	---	---	UD	UD
When Chime is put into graveyard from play, destroy target nonblack creature						
Choking Sands	SOR	C	---	---	MG	MG
Destroy target non-swap land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller						
Circling Vultures	SC	R	---	---	WL	WL
Flying: During upkeep, remove the top creature in your graveyard from the game or bury Vultures. You may discard Vultures from your hand as an instant 3/2						
Clash of Confusion	SC	C	---	---	MSH	MSH
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random						
Clot Silver	SC	C	---	---	TM	TM
Each Silver gains ● Regenerate this creature: 1/1						
Coercion	SOR	C	---	---	VST	MSH
Look at target opponent's hand and discard a card of your choice						
Coffin Puppets	SC	R	---	---	PY	PY
Sacrifice two lands: Return Coffin Puppets to play. Play this ability only if Coffin Puppets is in your graveyard, and only during your upkeep, and only if you control a swamp 3/3						
Coffin Queen	SC	R	---	---	TM	TM
You may leave Queen tapped ● Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen 1/1						
Coils of the Medusa	EC	C	---	---	WL	WL
Enchanted creature gets +1/+1 Sacrifice Coils: Destroy all non-black creatures blocking enchanted creature						
Commander Grown A-Vice SL	SC	---	---	---	TM	TM
When Grown comes into play, sacrifice a creature. Cannot be blocked except by artifact creatures and black creatures 7/5						
Conspiracy	EN	R	---	---	MM	MM
As Conspiracy comes into play, choose a creature type. Creatures you control and creature cards in your graveyard hand, and library are all of the chosen type						
Contagion	SC	C	---	---	AI	AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two -2/-1 counters on any number of creatures						
Contamination	EN	R	---	---	UJ	UJ
During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana, it produces ● instead of its normal type and amount						
Contract from Below	SOR	R	---	---	LUR	LUR
Discard your hand. Draw an additional ante card plus 7 cards						
Corpse Dealer	INS	R	---	---	TM	TM
Buyback ● Put the top creature from your graveyard into play. Creature has haste this turn and is removed from the game at end of turn						
Corrupt	SC	C	---	---	UJ	UJ
Corrupt deals 1 damage to target creature or player for each swamp you control. You gain life equal to the damage dealt						
Corrupt Official	SC	R	---	---	MM	MM
● Regenerate Official: Whenever Official becomes blocked, defending player discards a card at random from his hand 3/1						
Corrupting Lord	INS	U	---	---	SH	SH
● Lord loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures." Move Lord into target creature. You may pay ● to end this effect 2/2						
Cosmic Horror	SC	R	---	---	LG	LG
First strike Pay ● during upkeep or Cosmic Horror deals 1 damage to you and is destroyed 7/7						
Crazed Skirge	SC	U	---	---	UJ	UJ
Flying: Haste 2/2						
Crawls the Cursed	SL	R	---	---	SH	SH
Counts as a Vampire: Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crawl, or remove a +1/+1 counter from Crawl. Crawl gains flying until end of turn 0/0						
Crypt Cobra	SC	U	---	---	MG	MG
If not blocked, defending player gets a poison counter 3/3						
Crypt Rats	SC	C	---	---	VS	VS
Deal 1 damage to each creature and player. Spend only black mana in this way. 1/1 Spirit Link Spirit Link Spirit Link Spirit Link						
Culling the Weak	INS	C	---	---	EX	EX
Sacrifice a creature: Add ●●●●● to your mana pool						
Cursedbait Witcher	SC	C	---	---	ANCH	ANCH
Each player suffers 1 damage to any target, you choose first 1/3						
Curse Attacker	EA	U	---	---	DK	DK
Controller of target artifact must bury it during upkeep or lose 2 life						

NAME	TYPE	MANA	CON	PR	COST	SETS
Cursed Flesh	EC	C	---	---	EX	EX
Creatures gets -1/-1 and can only be blocked by artifact and black creatures						
Cursed Land	EL	U	---	---	LUR	MSH
Do 1 damage to controller of target land during his upkeep						
Cyclopean Memory	SC	C	---	---	LG	LG
Remove Memory from game if it goes to graveyard 2/1						
Dance of the Dead	EC	U	---	---	IA	IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap as normal. You must pay 4 ●						
Dark Banishing	INS	C	---	---	IA, MG, TM	IA, MG, TM
Bury target non-black creature						
Dark Hatching	SC	R	---	---	UJ	UJ
Flying: When Hatching comes into play, bury target nonblack creature 3/3						
Dark Privilege	EC	C	---	---	KD	KD
Enchanted creature gets +1/+1 Sacrifice a creature: Regenerate						
Dark Ritual	INS	C	---	---	1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, 25, 27, 29, 31, 33, 35, 37, 39, 41, 43, 45, 47, 49, 51, 53, 55, 57, 59, 61, 63, 65, 67, 69, 71, 73, 75, 77, 79, 81, 83, 85, 87, 89, 91, 93, 95, 97, 99	1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, 25, 27, 29, 31, 33, 35, 37, 39, 41, 43, 45, 47, 49, 51, 53, 55, 57, 59, 61, 63, 65, 67, 69, 71, 73, 75, 77, 79, 81, 83, 85, 87, 89, 91, 93, 95, 97, 99
Add ●●●●● to your pool						
Dark Triumph	INS	U	---	---	NE	NE
If you control a swamp, you may sacrifice a creature instead of paying Dark Triumph's mana cost. Creatures you control get +2/+2 until end of turn						
Darkest Hour	EN	R	---	---	UJ	UJ
All creatures are black						
Darkest Stalker	SC	C	---	---	TM	TM
● Regenerate Stalker: ● +1/+1 until end of turn 1/1						
Darkness	INS	R	---	---	LG	LG
Creatures attack and block as normal but deal no damage						
Darkpact	SOR	R	---	---	LUR	LUR
Switch the top card of your library with one of the cards up for ante						
Dauthi Cuthroat	SC	U	---	---	EX	EX
Shadow ●●●●● Destroy target creature with shadow 1/1						
Dauthi Embrace	EN	U	---	---	TM	TM
● Target creature gains shadow until end of turn						
Dauthi Ghoul	SC	U	---	---	TM	TM
Shadow: Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul 1/1						
Dauthi Horror	SC	C	---	---	TM	TM
Shadow: Horror cannot be blocked by white creatures 2/1						
Dauthi Jester	SC	U	---	---	EX	EX
Shadow ●●●●● Sacrifice: Destroy target blocking creature in play 1/1						
Dauthi Marauder	SC	C	---	---	TM	TM
Shadow 3/1						
Dauthi Mercenary	SC	U	---	---	TM	TM
Shadow ●●●●● Mercenary gets +1/+0 until end of turn 2/1						
Dauthi Mole	SC	U	---	---	TM	TM
Shadow: Sacrifice: Defending player discards three cards. Use only when Mindropper is attacking and unblocked 2/1						
Dauthi Slayer	SC	C	---	---	TM	TM

KILLER COMBOS

Whenever a creature comes into play under your control, gain life equal to that creature's toughness.

The very young and the very old know best the song the angels sing.

(Walls can't attack.)

4. Return Quackwater Wall to its owner's hand. Any player may play this ability.

"Ogg he roall. Ogg he kull roall. Ogg he roall!"

A wall that your opponent can return to your hand? That's not very useful. But if you get six life every time it returns to play, it's not nearly as bad.

NAME	TYPE	MANA	CON	PR	COST	SETS
Demolish	SC	R	---	---	MM	MM
If an opponent controls a forest and you control a swamp, you may play Demolish for free ● +1/+1 until end of turn						
Demolish	SC	R	---	---	MM	MM
Trample: You may sacrifice three black creatures instead of paying Demolish's mana cost 6/1						
Demonic Attorney	SOR	R	---	---	LUR	LUR
Unless opponent concedes game, both players draw an extra ante card						
Demonic Consultation	INS	U	---	---	IA	IA
Name a card and remove the top 6 cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand						
Demonic Hordes	SC	R	---	---	LUR	LUR
● Destroy target land Pay ●●●●● during upkeep or Hordes become tapped and your opponent chooses a land of yours to be destroyed 5/5						
Demonic Torment	EC	U	---	---	LG	LG
Target creature deals no combat damage and may not attack						
Demonic Tutor	SOR	U	---	---	LUR	LUR
Choose one card from your library and add it to your hand						
Derolur	SC	R	---	---	FE, 5, 6, 11	FE, 5, 6, 11
Your black spells cost an additional ●/4 ●						
Desolation	EN	U	---	---	FE	FE
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a player's sacrificed in this way, Desolation deals 2 damage to that player's controller						
Despair	SOR	C	---	---	PY	PY
Destroy target land. Its controller loses 2 life						
Despondency	EC	C	---	---	UJ	UJ
Enchanted Creature gets -2/-0. When Despondency is put into a graveyard from play, return it to owner's hand						
Diabolic Edict	INS	C	---	---	TM	TM
Target player sacrifices a creature						
Diabolic Servitude	EN	U	---	---	UJ	UJ
When Servitude comes into play, choose target creature in your graveyard and put it into play. When the chosen creature is put into a graveyard, remove the creature from the game and return Servitude to owner's hand. When Servitude leaves play, remove the chosen creature from the game						
Dirtwater Wrath	SC	C	---	---	MG	MG
Swampwalk: ● +1/+0 until end of turn 1/3						
Discontent Dirge	EN	R	---	---	UJ	UJ
During your upkeep, you may put a counter on Discontent Dirge. ● Sacrifice: Look at target opponent's hand and discard up to X of those cards, where X is the number of counters on Dirge						
Disease Carrier	SC	C	---	---	UD	UD
When Disease Carrier is put into a graveyard from play, target creature gets -2/-2 until end of turn 2/2						
Disease Wrecker	SC	U	---	---	AI	AI
During your upkeep, deals one damage to one opponent it has previously damaged for each counter on it. If Wrecker damages a player in combat, put a counter on it 1/1						

NAME	TYPE	MANA	CON	PR	COST	SETS
● Remove 2 creatures from graveyard from the game. Bring a Skeleton token into play. Skeleton is a black 1/1 creature with ● Regenerates. All skeleton tokens are discarded if Drought Spell leaves play						
Dry Spell	SOR	C	---	---	HL	HL
Dry Spell deals 1 damage to each creature and player						
Dungeon Shade	SC	C	---	---	SH	SH
Flying ● Dungeon Shade gets +1/+1 until end of turn 1/1						
Duraess	SOR	C	---	---	UJ	UJ
Look at target opponent's hand and discard a noncreature, nonland card there						
Dying Wish	EC	C	---	---	UD	UD
When enchanted creature is put into a graveyard from play, target player chooses and discards two cards from his hand						
Dystopia	EN	R	---	---	AI	AI
One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent						
Eastern Paladin	SC	R	---	---	UJ	UJ
● Destroy target green creature 3/3						
Eater of the Dead	SC	J	---	---	UD	UD
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead 3/4. Minion. DM						
Ebon Praetor	SC	J	---	---	FE	FE
Temple, first strike. Put a +2/-2 counter on Ebon Praetor during upkeep. Sacrifice a creature during upkeep to remove a +2/-2 counter adding a +1/+0 counter if a Thrill was sacrificed. 5/5						
Ebony Charn	MS	C	---	---	MG	MG
Choose one-Target player loses 1 life and you gain 1 life, or remove the game up to 2 black cards in any player's graveyard or target creature can only be blocked by artifact or black creatures this turn						
El-Nihil	SC	R	---	---	ANR.4th	4th
Can 1 life for every point of damage El-Nihil inflicts 1/1						
Emnarch	SOR	U	---	---	UD	UD
Target player's creature is discarded. Choose a nonbasic land card from there. That player discards that card						
Endbringer's Reveal	EN	U	---	---	PY	PY
● Return target creature card from a graveyard to its owner's hand. Any player may play this ability, but only any time he or she could play a sorcery.						
Endless Scream	EC	C	---	---	TM	TM
Enchanted creature gets +N/+N						
Engineered Plague	SC	---	---	---	MG, TM. 5th	5th
Enchanted creature gets -2/-2.						
Engineered Plague	SC	---	---	---	MG, TM	MG, TM
When Engineered Plague enters into play, choose a creature type. All creatures of the chosen type get -1/-1.						
Enslaved Horror	SC	R	---	---	UD	UD
When Horror comes into play, each other player may return a creature card from his graveyard to play 4/4						
Entropic Specter	SC	R	---	---	EX	EX
Flying. Specter has power and toughness each equal to the number of cards in target opponent's hand. If Specter damages any player, that player chooses and discards a card 1/-1						
Eradicate	SC	R	---	---	UD	UD
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game						
Erg Raiders	SC	C	---	---	ANR.4th. 5th	5th
Take 2 damage at end of turn if Erg Raiders don't attack 2/3						
Evil Eye of the Dry-Sun	SC	---	---	---	UD	UD
Your creature may not attack except for Evil Eyes. May only be blocked by wails 3/5						
Evil Presence	EL	U	---	---	LJUR.4th. 5th	5th
Target land is now a basic swamp						
Evincer's Justice	SOR	C	---	---	UD	UD
● Evincer ● Deals 2 damage to each creature and player						
Exorcisator	SC	---	---	---	UJ	UJ
Protection from white. When Exorcisator comes into play, lose 5 life 5/5						
Exhume	SOR	C	---	---	UJ	UJ
Each player chooses a creature in his graveyard and puts it into play						
Expunge	SOR	C	---	---	UD	UD
Target target nonartifact, nonblack creature Cycling						
Extinction	SOR	R	---	---	TM	TM
Destroy all creatures of any creature type of your choice						
Extortion	SOR	R	---	---	MM	MM
Look at target player's hand and choose up to two cards from it. You discard those cards						
Fallen, The	UJ	---	---	---	DKCH	DKCH
During your upkeep, The Fallen deals 1 damage to every opponent it has previously damaged 2/3						
Fallen Angel	SC	R	---	---	GD. 5th. 6th	5th, 6th
Flying. Fallen creature Angel gets +2/+1 until end of turn 3/3						
Fallen Ashland	SC	---	---	---	UD	UD
Sanctify. Fallen Ashland cannot block 2/2						
Fatal Blow	MS	C	---	---	WL. 5th	5th
Bury target creature that was damaged this turn						
Fatal Lure	SOR	R	---	---	AI	AI
Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws 3 cards						
Fear	EC	C	---	---	Baso. J	J
Only black or artifact creatures may block target creature.						
Feet of the Unicorn	EC	C	---	---	HL. 6th	6th
Target creature gets +4/+4						
Feast or Famine	MS	U	---	---	AI	AI
Bury target non-black artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature.						
Fen Stalker	SC	R	---	---	PY	PY
As long as you control no untapped lands, Fen Stalker can't be blocked except by artifact creatures and/or black creatures. 3/2						
Feral Shroud	SC	R	---	---	MG. 6th	6th
Flying 2/1						
Festering Evil	EN	U	---	---	WL	WL
During your upkeep, Festering Evil deals 1 damage to each creature and player ● Sacrifice Do 3 damage to each creature and player						
Festering Wound	SC	U	---	---	UD	UD
At the beginning of your upkeep, you may put a counter on Festering Wound. At the beginning of the upkeep of enchanted creature's controller, Wound deals X damage to that player where X is the number of counters on it						
Fetid Horror	SC	C	---	---	MG	MG
● +1/+1 until end of turn 1/2						
Fevered Convulsions	EN	R	---	---	TM	TM
● ● ● Deal -1/-1 to target creature						
Fevered Strength	MS	C	---	---	AI	AI
Enchanted creature gets +2/+0. Cantrip						
Few	SOR	C	---	---	PY	PY
Target player discards a card at random from his or her hand. Then that player discards another card at random from his or her hand unless he or she plays						
Fledgling Djinn	SC	C	---	---	WL	WL
Flying. During your upkeep, Djinn deals 1 damage to you 2/2						

NAME	WIND	CH	PR	COST	SETS
Flesh Reaver	SC	U	•	•••	U2
Whenever Reaver successfully deals damage to a creature or opponent, Reaver deals an equal amount of damage to you. 4/4					
Flow of Maggots	CU	•	•	••	IA
CU: May not be blocked by non-wall creatures. 2/2					
Fog of Gnats	SC	C	•••	•••	UL
Flying. Regenerate Fog of Gnats 1/1					
Forbidden Crypt	EN	R	•••	•••	MG 6th
For each card you would draw, instead choose a card in your graveyard. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.					
Forbidden Ritual	SOR	R	•••	•••	VS
Sacrifice a card in play. Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.					
Forbidden March	SOR	C	•••	•••	MM
Destroy all creatures with converted cost X or less.					
Forsaken Wastes	EW	R	•••	•••	MG
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.					
Foul Familiar	SC	C	•••	•••	IA
May not block. Pay 1 life to return Familiar to your hand. 3/1					
Foul Imp	SC	C	•••	•••	SH
Flying. When Foul Imp comes into play, lose 2 life. 2/2					
Frankenstein's Monster	SC	R	•••	•••	DK
Remove X creatures from your graveyard from the game when casting Monster. For each creature removed, give Monster a permanent +2/+0, +1/+1, or +0/+2. 1/1					
Frozen Shade	SC	•	••	••	L.R. 4th 5th
•: +1/+1 until end of turn. 0/1					
Fugue	SOR	U	•••	•••	EX
Target player chooses and discards three cards					
Funeral Charm	INS	C	•••	•••	VS
Choose one—Target player chooses and discards a card or target creature gets +2/+1 until end of turn; or target creature gains swampwalk until end of turn.					
Funeral March	EC	C	••	••	HL 5th
When target creature leaves play that creature's controller must sacrifice a creature.					
Gallopward	CU	1 life, Trample	S/L	•••	WL
CU: Pay 1 life. Trample 5/5					
Gangrenous Zombies	SC	C	••	••	IA
Sacrifice to deal 1 damage to each creature and player. Gangrenous deals 2 damage if you control any snow-covered swamps. 2/2					
Gates to Phyrexia	EN	U	•••	•••	AQ
Sacrifices a creature. Destroy target artifact. Use only during					
Gaze of Pain	SOR	C	•••	•••	IA
For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending player. If you do so, it instead deals damage equal to its power to any target creature.					
Ghost Hounds	SC	U	•••	•••	HL
Does not tap when attacking. Gains first strike if blocking or blocked by white creatures. 1/1					
Ghosts of the Damned	SC	C	•	••	LG
Target creature gets +1/-0 until end of turn. 0/2					
Ghoul's Feast	INS	U	••	••	MM
Target creature gains +X/+0 until end of turn, where X is the number of creatures cast from your graveyard.					
Giant Cockroach	SC	C	••	••	UL
4/2					
Giant Slug	SC	C	••	••	LG, CH
Gains landwalk ability of your choice on your next turn. 1/1					
Gloom	ES	U	•••	•••	L.R. 4th 5th
White spells and enchantments you control require an extra					
Glyph of Doom	INS	C	••	••	LG
Creatures blocked by target wall are destroyed after combat.					
Grandmother Sengir	SL	R	•••	•••	HL
Target creature gets +1/-1 until end of turn. 3/3					
Greave Pact	EC	R	•••	•••	SH
Whenever any creature is put into any graveyard, each other player sacrifices a creature.					
Grave Robbers	SC	R	••	••	DK
Remove an artifact in any graveyard from game. Gain 2 life. 1/1					
Grave Servitude	EC	C	••	••	MG
You may choose to play Servitude as an instant. If you do, bury it at end of turn. Enchanted creature gets +3/+1 and is blocked.					
Graveborn Zombie	SC	U	••	••	MG 6th
If Zombie is put into graveyard from play, put it on top of owner's library. 3/1					
Greenebinder	INS	R	••	••	IA
Target creature may not regenerate this turn. Cantrip					
Gravelighter	SC	C	••	••	TM 8th
When Gravelighter comes into play, you may return target creature card from your graveyard to your hand. 2/2					
Greater Werewolf	SC	C	••	••	HL 5th
After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4					
Greed	SC	R	•••	•••	LG, 4th 5th
Pay 2 life. Draw a card					
Greel, Mind Rakar	SL	R	•••	•••	PY
Discard two cards from your hand. Target player discards X cards at random from his or her hand. 3/3					
Greel's Cares	EC	C	••	••	PY
You may play Greel's Cares any time you could play an instant. Enchanted creature gets -3/-0					
Grublio	SC	C	••	••	EX
For each 1 damage dealt to Grublio, each opponent gains 1 life. 3/3					
Guardian Beast	SC	R	•••	•••	AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4. Makes a good cost hanger too.					
Harbinger of Night	SC	R	••	••	MG
Pay for your upkeep, put a -1/-1 counter on each creature. 2/3					
Hasran Ogress	SC	R	••	••	AL, CH
Pay when Hasran Ogress attacks or loses 2 life. 3/2					
Hated	INS	R	••	••	EX
Pay X life. Target creature gets +X/+0 until end of turn					
Haunted Graveyards	EN	U	•••	•••	MM
Pay target creature from your graveyard on top of your library					
Haunting Misery	SOR	C	••	••	WL
Removes X creature cards in your graveyard from the game. Haunting Misery deals 1 damage to target player.					
Haunting Wind	EN	U	••	••	AQ
Do 1 damage to artifact's controller each time an artifact is put in play or tapped or its activation cost is paid					
Headless Horseman	SC	C	••	••	LG
2/2					
Headstone	INS	C	••	••	HL
Remove target card in any graveyard from the game. Cantrip					
Heccatomb	EN	R	•••	•••	IA 5th 6th
Sacrifice four creatures when Heccatomb comes into play. Tap a swamp you control. Heccatomb deals 1 damage to any target					
Hell Swarm	INS	C	••	••	LG
All creatures get -1/-0 until end of turn					
Hell's Cretaker	SC	R	•••	•••	LG, CH
Sacrifice a creature. Put a creature in your graveyard into play. 1/1					
Heilige	SOR	R	••	••	LG
Destroy all non-black creatures. Heilige does X-3 damage to					

NAME	KIND	CR	PR	COST	SETS
Hidden Horror	SC	U	•••	•••	WL 6th
When Horror comes into play, discard a creature or bury Horror. 4/4					
Highway Robber	SC	C	••	••	MM
When Robber comes into play, you gain 2 life and target opponent loses 2 life. 2/2					
Hoar Shade	SC	C	••	••	IA
+1/+1 until end of turn. 1/2					
Hollow Dogs	SC	C	••	••	U2
Whenever Dogs attacks, it gets +2/+0 until end of turn. 3/3					
Horror of Horrors	SC	U	•••	•••	LG
Sacrifice a swamp. Regenerate target black creature					
Howl from Beyond	INS	C	••	••	Basia
Target creature gains +X/+0 until end of turn					
Hypnotic Lamure	SC	U	••	••	IA
Gains flying and +1/-0 until end of turn. 4/3					
Hymn to Touroach	SOR	C	•••	•••	FE
Target player randomly discards two cards from his hand					
Hypnotic Specter	SC	U	••	••	LUR 4th
Flying. Any player damaged by Specter must discard a card at					

STUMPFERS

As Story Circle comes into play, choose a color.

• The next time a source of your choice chooses whether to deal damage to you this turn, prevent that damage.

I cast Story Circle and set it to "green." My opponent has a Blastoderm, which can't be targeted. Can I protect myself from his attacks?

Isaac's Shade	SC	U	•••	•••	HL
Protection from white. 5/5					
It's Gotten Gains	SOR	R	••	••	U2
Remove It's Gotten Gains from the game. All players discard their hands, then each player puts up to three cards from his graveyard into his hand.					
Imprison	EC	R	••	••	LG
Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid					
Imp's Taunt	INS	U	••	••	TM
Buryback. Target creature attacks this turn if able.					
Informal Contract	SOR	R	•••	•••	MG 6th
Pay half your life, rounded up. Draw four cards					
Informal Darkness	EN	U	•••	•••	IA
CU and 1 life. All mana-producing lands produce instead of their normal mana					
Informal Denizen	SC	R	••	••	MG 6th
During upkeep, you must sacrifice two swamps or Denizen is tapped and target opponent may gain control of a creature you control of his choice. Gain control of target creature. 5/7					
Informal Harvest	SOR	C	••	••	VS
Return X swamps you control to your hand. Harvest deals X damage. Divided any way among any number of target creatures.					
Informal Medusa	SC	U	••	••	LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4					
Infused Genesis	EN	R	••	••	PY
At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard. He or she then puts X 1/1 black minotaur creature tokens into play, where X is that card's converted mana cost					
Insatiable Tribute	SC	R	•••	•••	WL
Sacrifice a card. Draw a card					
Initiatives of the Ebon Hand	SC	C	••	••	FE 5th
Add. To your mana pool. Bury Initiates if more than 1 is spent this way in one turn. 1/1					
Inquisition	SOR	C	••	••	DK
Examine target player's hand. Do one damage for each white card					
Insidious Bookworms	SC	C	••	••	AI
Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1					
Instigator	SC	R	••	••	MM
Discard a card. Creatures target player controls attack this turn if able. 1/1					
Insurrection	EC	C	••	••	MM
At the end of the turn of enchanted creature's controller, insurrection deals 2 damage to that player unless enchanted creature attacked this turn					
Intimidation	EN	U	•••	•••	MM
Creatures you control can't be blocked except by artifact creatures and black creatures					
Itrini Sengir	SL	U	•	••	HL
All white and green enchantments cost an extra • to cast. 2/2					
Javial Evil	SOR	R	••	••	LG
At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard. He or she then puts X 1/1 black minotaur creature tokens into play, where X is that card's converted mana cost					
Junia Elreet	SC	U	••	••	AK 4th
Flying. Pay during upkeep or Elreet is destroyed. 3/3					
Juzing Djinn	SC	R	••	••	AN
Discard 1 damage to you during your upkeep. 5/5 big means					
Kaervek's Heir	SOR	U	••	••	MG
Kaervek's Heir deals 1 damage to each non-black creature and an additional 1 damage to each green creature					
Kaervek's Spite	INS	R	••	••	VS
Sacrifice all permanents. Discard your hand. Opponent loses 5 life					
Keeper of the Dead	SC	U	••	••	EX
Destroy target creature from your graveyard on top of your library. Sacrifice a creature. Pay this ability only if that creature's controller has at least two fewer creature cards in his graveyard than you have in yours. 1/2					
Keeper of Tresserhorn	SC	R	••	••	AI
If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses 2 life. 6/6					
Kezzerdri	SC	R	••	••	TM
First strike. During your upkeep, if your opponents control no creatures, Kezzerdri deals 4 damage to you. 4/4					
Khabal Ghoul	SC	R	••	••	AN
Gets a +1/+1 counter at end of turn for each creature that has destroyed that turn. 1/1					
Kjeldoran Dead	SC	C	••	••	IA 5th
You must sacrifice a creature when Dead comes into play. Regenerate. 2/1					
Knight of Dusk	SC	U	••	••	TM
Destroy target creature blocking Knight of Dusk. 2/2					
Knights of Stromgald	SC	U	••	••	IA 5th
Protection from white. +1/-0. First strike. 2/1					
Koskun Falls	EW	R	••	••	HL
During your upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional • whenever the creature attacks					

Krovikan Horror	SC	R	••	••	••	U2
At the end of any turn, if Horror is in your graveyard with summon card sacrifice above it, you may put Krovikan Horror into your hand. Sacrifice a creature. Horrors deal one damage to target creature or player. 2/2						
Krovikan Plague	EC	U	••	••	••	U2
Play a non-wall creature you control. Tap enchanted creature to have Plague deal one damage to target creature or player. 2/-0-1 counter on enchanted creature. Cantrip						
Krovikan Vampire	SC	U	••	••	••	U2
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury this creature if Krovikan Vampire leaves play or your control. 3/3						
Lab Rats	SOR	U	••	••	••	U2
Buryback. Put a 1/1 black rat token into play						
Larceny	EN	U	••	••	••	U2
Whenever a creature you control deals combat damage to a player, that player discards a card from his hand						
Leaching Lich	SC	U	••	••	••	U2
Whenever you lose the ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature, target creature loses 1 damage to that player" instead of a creature, You may pay 1 to and this effect. 2/2						
Legions of Lim-Doi	SC	U	••	••	••	U2
Snow-covered swampwalk 2/3 Snow-covered swamps? What is this, a game?						
Lesharr's Rifts	EC	U	••	••	••	U2
Enchanted creature swampwalk						
Lesharr's Sign	EN	U	••	••	••	U2
Whenever an opponent successfully casts a green spell look at that player's hand and discard a card from that of your choice. ••• Return Lesharr's Sign to owner's hand						
Lesser Werewolf	SC	U	••	••	••	U2
-1/-0 until end of turn. Power -1/-0-1 counter on creature blocking or blocked by Werewolf. Power may not be reduced below 0 using this ability. 2/4						
Liability	EN	R	••	••	••	MM
Whenever a card is put into a player's graveyard from play, that player loses 1 life						
Liah	EN	R	••	••	••	U2
Lose all life. For each point of damage you take, bury one permanent you control. For every point you gain, draw a card.						
Liah leaves play you lose						
Lim-Doi's Cohort	SC	C	••	••	••	U2
Creatures blocking or blocked by Cohort cannot regenerate. 2/3						
Lim-Doi's Heir	SC	U	••	••	••	U2
During your upkeep, Heir loses 1 damage to all players. Each player may pay • or •• to prevent the damage to himself						
Lim-Doi's High Guard	SC	C	••	••	••	AI
First strike ••• Regenerate. 2/1						
Living Death	SOR	R	•••	•••	••	U2
Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside into play						
Looming Shade	SC	C	••	••	••	U2
Shade gets +1/+1 until end of turn 1/1						
Lord of the Pit	SC	R	••	••	••	U2
Flying. During your upkeep, sacrifice a creature other than Lord of the Pit to lose 7 damage to you. 7/7						
Lost Soul	SC	C	••	••	••	U2
Swampwalk 2/1						
Lurking Evil	EN	R	••	••	••	U2
Pay half your life. Evil becomes a 4/4 creature with flying that creature as a Horror						
Lurking Jackal	SC	C	••	••	••	U2
When one of your opponents has 10 life or less, if Lurking Jackal is an enchantment, it becomes a 3/2 Hound creature						
Lurking Skirge	EN	R	••	••	••	U2
When a creature is put into one of your opponents' graveyards, Skirge becomes a 3/2 creature with flying that counts as an IM						
Maddening Madness	SC	U	••	••	••	U2
Flying •• All non-wall creatures target opponent controls attack this turn if able. At the end of turn, destroy each of those creatures that did not attack. Use this ability only during opponent's turn and only before combat. 1/1						

NAME	KIND	CR	PR	COST	SETS
● Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than ●●● each turn.					
Soul Rend	INS	U	●●●	MG	
Pay target white creature. Cantrip.					
Soul String	SOR	C	●●●	PY	
Return two target creature cards from your graveyard to your hand unless any player pays X.					
Soulrinker	SC	U	●●●	TM	
Pay 3 life. Put a +1/+1 counter on Soulrinker. 2/2.					
Soulstrike	INS	C	●●●	MG	
Target creature you control gets +7/+0 until end of turn, where X is the number of creatures in your graveyard. Bury creature at end of turn.					
Specter's Wall	SOR	C	●●●	MM	
Target player discards a card at random from his hand.					
Spiko Carnalis	SC	U	●●●	EX	
Comes into play with one +1/+1 counter. When Carnalis comes into play, move all +1/+1 counters from all creatures onto Carnalis. 0/1.					
Spinal Graft	SC	C	●●●	TM	
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, bury it.					
Spined Flicker	SC	U	●●●	UZ	
When Flicker comes into play, sacrifice a creature. Regenerate 5/1.					
Spineless Thug	SC	C	●●●	NE	
Mercenary. Spineless Thug can't block. 2/2.					
Spinning Darkness	INS	C	●●●	WL	
You may remove the top 3 black cards in your graveyard from the game instead of paying casting cost. Do 3 damage to target nonblack creature. 3 on 1 life.					
Spirit of the Night	SL	R	●●●	MG	
Flying, trample, protection from black, haste. First strike when attacking. 6/5.					
Spirit Shackles	EC	U	●●●	LG, 6th	
Put a -3/-2 counter on target creature every time it becomes tapped.					
Spiritful Bully	SC	U	●●●	MM	
Mercenary. At the beginning of your upkeep, Spiritful Bully deals 3 damage to target creature you control. 3/3.					
Spoils of Evil	INS	R	●●●	IA	
Add ●● to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.					
Spoils of War	SOR	R	●●●	NE	
Put X +1/+1 counters on any number of creatures. X is equal to the number of creatures and artifacts in opponent's graveyard.					
Squirmy Mass	SC	C	●●●	UD	
Can't be blocked except by artifact and black creatures. 1/1.					
Steel Strength	INS	C	●●●	PY	
Target creature gets +1/+1 until end of turn. Another target creature gets -1/-1 until end of turn.					
Stench of Decay	INS	C	●●●	AI	
All non-artifact creatures get -1/-1 until end of turn.					
Stench of Evil	SOR	U	●●●	IA	
Destroy all plants. Each player takes one damage for each plant he loses, but may pay ● for each point he wishes to prevent.					
Stone-Throwing Devils	SC	C	●●●	AN	
First strike. 1/1.					
Strands of Night	EN	U	●●●	WL, 6th	
●● Pay 2 life. Sacrifice a swamp: Put target creature card from your graveyard into play.					
Stronghold Cabal	SC	R	●●●	IA, 5th, 6th	
●● Pay 1 life. Counter target spell if it is white. 2/2.					
Stronghold Spy	SC	U	●●●	AI	
If spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.					
Stronghold Assassin	SC	R	●●●	SH	
●● Sacrifice a creature. Destroy target nonblack creature. 2/1.					
Stronghold Discipline	SOR	U	●●●	NE	
Each player gets 1 life for each creature he or she controls.					
Stronghold Taskmaster	SC	U	●●●	SH	
All other black creatures get -1/-1. 4/3.					
Strangeness	SC	U	●●●	MM	
When Thug comes into play, you may return a Mercenary card from your graveyard to your hand. 1/1.					
Stuper	SOR	C	●●●	MG, 6th	
Opponent discards a card at random, then chooses and discards a card.					
Subversion	EN	R	●●●	UL	
During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 life lost by your opponent.					
Sue Aita Assassin	SC	U	●●●	AI	
Assassin can't be blocked except by artifact or black creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.					
Swamp Mosquito	SC	C	●●●	AI	
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.					
Swat	INS	C	●●●	UL	
Destroy target creature with power 2 or less. Cycling. 0/1.					
Syphen Soul	SOR	C	●●●	LG, 6th	
Do 2 damage to all players except caster. Gain life equal to total damage dealt.					
Tainted Aether	EN	R	●●●	UZ	
Whenever a creature comes into play, its controller sacrifices a creature or land.					
Tainted Specter	SC	R	●●●	MG	
Flying. ●●●● Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.					
Takdemagnet	EC	U	●●●	LG, 6th	
Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takdemagnet becomes an enchantment and deals 1 damage during upkeep to last controller.					
Tar Warrior	SC	C	●●●	VS	
If Warrior is the target of a spell or effect, bury Warrior. 3/4.					
Tendrils of Despair	SOR	C	●●●	WL	
Sacrifice a creature. Target opponent discards two cards.					
Terro	SC	C	●●●	Basic	
Bury target creature. Can't be blocked by artifact creatures.					
Tethered Skirge	SC	U	●●●	UL	
Flying. Whenever Skirge becomes the target of a spell or ability lose 1 life. 2/2.					
Thrashing Wumpus	SC	R	●●●	MM	
●● Wumpus deals 1 damage to each creature and player. 3/3.					
Thruil Champion	SC	U	●●●	FE	
All Thruils get +1/+1. ●● Take control of target Thruil. When Champion leaves your control or play, you lose control of it. 2/2.					
Thruil Retainer	EC	U	●●●	FE, 6th	
Enchanted creature gains +1/+1. Sacrifice: Regenerate enchanted creature.					
Thruil Surgeon	SC	C	●●●	EX	
●● Sacrifice: Look at target player's hand and choose and discard one of those cards. Play as a sorcery. 1/1.					
Thruil Wizard	SC	U	●●●	FE	
●● Counter black spell unless caster plays an additional ● or 1/1.					
Timmerman Fends	SC	R	●●●	HL	
●●● Sacrifice: Bury target opponent's artifact and put it in					

NAME	KIND	CR	PR	COST	SETS
your graveyard. Put Fends into his graveyard. This change is permanent. Opponent may return an additional card to counter this effect. 1/1.					
Tombstone Stairwell	EW	R	●●●	MG	
Cumulative Upkeep ●●● During each player's upkeep, he puts into play a token for each creature in his graveyard. Tokens are 2/2 black zombies with haste. Bury tokens at the end of any turn.					
Torment	EC	C	●●●	SH	
Enchanted creature gets -3/-0.					
Torture	EC	C	●●●	HL, 5th	
●● Place a -1/-1 token on creature. Torture enchants.					
Tortured Existence	EC	C	●●●	SH	
●● Choose and discard a creature card. Return target creature card from your graveyard to your hand.					
Touch of Darkness	INS	U	●●●	LG	
Change the color of one or more creatures to black until end of turn.					
Touch of Death	SOR	C	●●●	IA, 5th	
Do 1 damage to any player and gain 1 life. Cantrip.					
Tourach's Chant	EN	U	●●●	FE	
Whenever a player puts a forest into play, Tourach's Chant deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.					
Tourach's Gate	EL	R	●●●	FE	
Sacrifice a Thruil: Put three counters on target land. Remove a counter during upkeep, burning Gates when there it has no counters. Tap enchanted land. All your attacking creatures gain +2/+1 until end of turn.					
Transmutation	INS	C	●●●	LG, 6th	
Target creature's power and toughness are switched until end of turn.					
Transcendous Link	SC	C	●●●	UL	
Redirect to its controller all damage dealt to enchanted creature.					
Twisted Experiment	EC	C	●●●	UD	
Enchanted creature gets +3/-1.					
Uncle Iwan	SC	U	●●●	DK, 4th	
All damage dealt to Uncle Iwan by creatures is reduced to zero. 1/2.					
Underslack	SC	C	●●●	MM	
●● Discard a card. Return target creature card from your graveyard to your hand. 1/1.					
Underworld Dreams	EN	U	●●●	LG	
Do 1 damage to opponent for each card he draws.					

What happens if I attack with two Taunting Elves?

A For each untapped creature he controls, your opponent will decide which Elf he wants to block. If he has a creature that can block multiple creatures, such as Two-Headed Dragon, he'll have to use it to block both elves.

Unearth	SOR	C	●●●	UL	
Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play Cycling. 0/1.					
Unholy Strength	EC	C	●●●	LUR, 4th, 5th	
Enchanted creature gains +2/+1.					
Unmask	SOR	R	●●●	MM	
You may remove a black card in your hand from the game instead of paying Unmask's casting cost. Look at target player's hand and choose a nonblack card. That player discards that card. 2/2.					
Unnatural Hunger	EC	R	●●●	MM	
At the beginning of the upkeep of enchanted creature's controller, Hunger deals 1 to that player damage equal to enchanted creature's power unless he sacrifices another creature.					
Unseen	SC	C	●●●	UZ	
Each of your opponents chooses and discards two cards.					
Unworthy Dead	SC	C	●●●	UZ	
●● Regenerate. 1/1.					
Urborg Justice	INS	R	●●●	WL	
Target opponent loses a number of creatures he or she controls equal to the number of creatures that player put into graveyard from play so far this turn.					
Urborg Minsucker	SC	C	●●●	VS	
●● Sacrifice: Target opponent discards a card at random. Play this ability as a sorcery. 2/2.					
Urborg Panther	SC	C	●●●	MG	
●● Sacrifice: Destroy target creature blocking Panther. Sacrifice Forest, Shadow, Breachstroke, and Urborg Panther. Search your library for Spirit of the Night and put it into play as though I were just cast. 2/2.					
Urborg Stalker	SC	R	●●●	UL	
During each player's upkeep, if that player controls any non-land permanents that are not black, Stalker deals 1 damage to that player. 2/2.					
Vampire Bats	SC	C	●●●	LG, 4th, 5th	
Flying. ●● Give Bats +1/+0 until end of turn. Only ●●● may be spent this way per turn. 0/1.					
Vampire Hounds	SC	C	●●●	EX	
Choose and discard a creature card. Hounds gets +2/+2 until end of turn. 2/2.					
Vampiric Embrace	EC	U	●●●	UL	
Enchanted creature gains +2/+2 and flying. Whenever a creature successfully deal damage by enchanting this turn it put into a graveyard, put a +1/+1 counter on enchanted creature.					
Vampiric Tutor	INS	R	●●●	VS, 6th	
Pay 2 life. Search your library for any one card. Shuffle your library, then put that card on top of your library.					
Vampirism	SC	U	●●●	VS	
Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1. Cantrip.					
Veblud	SC	U	●●●	UZ	
Comes into play with a -1/+1 counter on it. During your upkeep, you may put a +1/+1 counter on Veblud. When Veblud attacks or blocks, destroy it at end of combat. 0/1.					
Veilrade of Sangir	SL	R	●●●	HL	
●●● Veilrade gets Forestwalk and -3/-0. 5/5.					
Vendetta	INS	C	●●●	MM	

NAME	KIND	CR	PR	COST	SETS
Bury target nonblack creature. Lose life equal to its toughness.					
Vicious Hunger	SOR	C	●●●	NE	
Victims: Hunger deals 2 damage to target creature. You gain 2 life.					
Victimize	SOR	U	●●●	UZ	
Choose two target creature cards in your graveyard. Sacrifice a creature and put the two chosen creatures into play tapped.					
Vile Requiem	EN	U	●●●	UZ	
During your upkeep, you may put a counter on Requiem. ●● Sacrifice: Bury up to X target nonblack creatures, where X is the number of counters on Requiem.					
Voltrath the Fallen	SL	R	●●●	NE	
●● Discard a creature card from your hand. Voltrath the Fallen gets +X/+X until end of turn, where X is the converted mana cost of the discarded card. 6/4.					
Voltrath's Dungeon	EN	R	●●●	EX	
Any player may pay 5 life during his turn to destroy Voltrath's Dungeon. Destroy and discard a card. Target player chooses a card in his hand and puts that card on top of his library. Play this ability as a sorcery.					
Wails of Vultures	SC	C	●●●	VS	
●●● Sacrifice a creature. Regenerate Vultures. 3/1.					
Walking Dead	SC	C	●●●	MM	
●●● Regenerate Walking Dead. 1/1.					
Wall of Bone	SC	U	●●●	LUR, 4th, 5th	
●● Regenerate Wall of Bone. 1/4.					
Wall of Corpses	SC	C	●●●	MG	
●● Sacrifice: Destroy target creature blocked by Wall. 0/2.					
Wall of Disfigurement	SC	C	●●●	MM	
●● Target player discards a card. Play as a sorcery. 1/3.					
Wall of Putrid Flesh	SC	U	●●●	LG	
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.					
Wall of Shadows	SC	C	●●●	LG, 6th	
Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. Effects like what? Tunnel? Ghyll of Delusion? 0/1.					
Wall of Souls	SC	U	●●●	SH	
Whenever Wall of Souls is dealt combat damage, it deals an amount of damage to target opponent. 0/4.					

S

Q What happens if I attack with two Taunting Elves?

A For each untapped creature he controls, your opponent will decide which Elf he wants to block. If a creature that can block multiple creatures, such as Two-Headed Dragon, he'll have to use it to block both elves.

Wall of Tombstones	SC	U	●	●	●	LG
* equals the number of creatures in your graveyard. 0/1+*						
Wall of Vipers	SC	U	●	●	●	PY
● Destroy Wall of Vipers and target creature it's blocking. Any player may play this ability. 2/4						
Warp Artifact	EA	R	●	●	●	LUR, 4th
1-1 damage to target artifact's controller during upkeep						
Wave of Terror	EN	R	●	●	●	WL
● At the end of your upkeep, bury each creature with casting cost equal to Wave's last paid cumulative upkeep						
Weakness	EC	C	●	●	●	LUR, 4th
Enchanted creature gets -2/-1						
Western Paladin	SC	R	●	●	●	UZ
● Destroy target white creature. 3/3						
Whipstitched Zombie	SC	C	●	●	●	PY
At the beginning of your upkeep, sacrifice Whipstitched Zombie unless you pay ●. 2/2						
Wicked Reward	INS	C	●	●	●	VS
Sacrifice a creature: Target creature gets +4/+2 until end of turn						
Will-O'-The-Wisp	SC	R	●	●	●	LUR, 4th
● Regenerate Will-O'-The-Wisp. 0/1						
Witch Engine	SC	R	●	●	●	UZ
Swampwalk. ● Add ●●●● to your mana pool. Target opponent pays cost of Witch Engine. 4/4						
Withering Bone	INS	U	●	●	●	MG
Pay 3 life. Counter target summon spell						
Withering Wisp	EN	U	●	●	●	UZ
Pay one ● to destroy all creatures and players. You cannot spend more ● than the number of snow-covered swamps you control. Destroy if there are no creatures in play at end of turn.						
Word of Binding	SOR	C	●	●	●	DK, 4th
Tall X creatures						
Word of Command	INS	R	●	●	●	LU
Play any card from opponent's hand using his available lands						
Worms of the Earth	EN	R	●	●	●	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life						
Wretched, The	SC	R	●	●	●	LG, 4th
After combat, take control of all creatures blocking the Wretched. Lose control of these creatures if Wretched leaves play or your control. 2/5						
Xenic Putsch	SC	R	●	●	●	AQ, 4th
●● Target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1						
Yavogmath Demon	SC	R	●	●	●	AQ, 4th
Flying. First strike. During your upkeep, sacrifice one of your artifacts or Demon tags and does 2 damage to you. 6/6						
Yavogmath's Bargain	EN	R	●	●	●	UD
Skip your draw step. Pay 1 life. Draw a card						
Yavogmath's Edict	EN	U	●	●	●	UZ
Whenever one of your opponents successfully casts a white spell, that player loses 2 life and you gain 1 life						
Yavogmath's Will	SOR	R	●	●	●	UZ
Until end of turn, you may play cards in your graveyard as though						

MAGIC

The Gathering

Players Guide

NAME	KIND	CR	PR	COST	SETS
Political Trickery	SOR	R	***	●●	MG
Exchange control of one of your lands for one of opponent's.					
Polymorph	SOR	R	***	●●	MG,6th
Bury target creature to your graveyard. If the library until a creature card is revealed, then puts the creature into play under his control as if it were just played. The player shuffles all other revealed cards in library.					
Peril Inspects	SC	C	***	●●	MM
Whenever Inspector becomes blocked, you may look at defending player's hand.					
Perilous	SC	C	***	●●	IA,5th
Look at the top 3 cards of target player's library. Either shuffle that library or put the cards back on top in any order. Cantrip.					
Power Leak	EA	U	***	●●	AQ
Reduce the activation cost of a target artifact by ●, min. ●.					
Power Leak	EA	U	***	●●	LUR,4th
Enchantment's controller must pay ● during upkeep or Power Leak does 1 damage to him for each unpaid mana.					
Power Sink	INS	U	***	●●	Basic,IA,6th
Counter target spell unless its caster spends ●. Spell's caster must spend all mana from lands and mana pool until X is met.					
Power Taint	EC	C	***	●●	UJ
During the upkeep of enchanted enchantment's controller, that player pays ● or loses 2 life. Cycling ●.					
Proneptation	EN	R	***	●●	TM
During your upkeep, look at the top card of target opponent's library. You may then put that card on the bottom of his library.					
Prismatic Lens	INS	R	***	●●	MG
Target permanent becomes colorless of your choice.					
Private Research	EC	U	***	●●	UD
At the beginning of your upkeep, you may put a counter on Research. When enchanted creature is put into graveyard, draw a card for each counter.					
Prodigious Sarcoph	SC	C	***	●●	Basic
● Deals 1 damage to target creature + player 1/1.					
Proneptation	EN	R	***	●●	TM
Each turn, each creature cannot attack unless its controller pays an additional ● for that creature.					
Prosperity	SC	U	***	●●	VS,6th
Each player draws ● cards.					
Prudent Blast	INS	U	***	●●	LU
Do 4 damage to any target and 2 damage to you.					
Pivotal Entity	SC	R	***	●●	LG,4th
● Do 2 damage to any target and 3 damage to itself. 2/2.					
Psychic Allergy	EN	R	***	●●	DK
Choose a color when cast. Do 1 damage for each card of this color an opponent controls during his upkeep. Sacrifice two lands during your upkeep or destroy Psychic Allergy.					
Psychic Purge	SOR	C	***	●●	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent loses 5 life.					
Psychic Theft	SOR	R	***	●●	PY
Look at target player's hand, choose an instant or sorcery card from it, and remove that card from the game. You may play the card as though it were in your hand as long as the card remains removed from the game. At end of turn, if you haven't played the card return it to its owner's hand.					
Psychic Transfer	SOR	R	***	●●	MG,6th
Compare your life total with target player. If the difference is 0 or less and you have at least 1 life, exchange life totals with that player.					
Psychic Vortex	EL	C	***	●●	Basic
2 damage to target land's controller whenever the land is tapped.					
Psychic Vortex	EL	C	***	●●	WJ
CU: Draw a card. At the end of each of your turns, sacrifice a land and discard your hand.					
Puppet Master	EC	U	***	●●	LG,CH
If creature goes to the graveyard, return it to its owner's hand and you may pay ● to return Master to its owner's hand.					
Quake	UD	C	***	●●	UD
Counter target instant or sorcery spell. Search its controller's graveyard, land, and library for all copies of that card and remove them from the game.					
Quicksilver Wall	SC	U	***	●●	PY
Return Wall to its owner's hand. Any player may do this. 1/5.					
Rainbow Ertel	SC	R	***	●●	VS
Flying ● Rainbow Ertel phase out 3/1.					
Rainstack	SOR	U	***	●●	SH
Look at the top five cards of target player's library. Put any number of those cards on the bottom of that library in any order and the rest on top.					
Raven Familiar	SC	U	***	●●	UL
Flying, echo. When Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2.					
Ray of Command	INS	C	***	●●	IA,MG,5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature has haste this turn.					
Ray of Erasure	INS	C	***	●●	IA
Target player puts the top card of his library in his graveyard. Cantrip.					
Reigns, Ancient Chancellor	SC	R	***	●●	UD
Whenever you, or a permanent you control is the target of a spell or ability controlled by one of your opponents, you may draw a card, and if Reyna is enchanted, you may draw another card. 1/1.					
Reality Ripple	SC	C	***	●●	MG
Target artifact, creature, or land phases out.					
Reality Twist	EN	R	***	●●	IA
CU: ● Instead of their normal mana, plans produce ● swamps produce ●, mountains produce ●, and forests produce ●.					
Rebuke	INS	U	***	●●	SH
Target spell, which targets a single player, targets a player of your choice instead.					
Rebuke	INS	U	***	●●	UL
Return all artifacts to owners' hands. Cycling ●.					
Reclaim	SOR	R	***	●●	LG,CH,5th
Discard X cards to bring X cards from your graveyard into your hand, then remove Reclaim from game.					
Recantation	EN	R	***	●●	UJ
During your upkeep, you may put a counter on Recantation. ● Sacrifice. Return up to X target permanents to owner's hand, where X is the number of counters on Recantation.					
Reconstruction	SOR	C	***	●●	AQ,R

NAME	KIND	CR	PR	COST	SETS
Reclaim	SOR	R	***	●●	UJ
Bring an artifact from your graveyard into your hand.					
Reclaim	SOR	R	***	●●	HL,5th
If Real Prayers is on an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.					
Reins of Power	SOR	R	***	●●	SH
You and target opponent each untap and gain control of all creatures the other controls until end of turn. Exchanged creatures have haste this turn.					
Release	SOR	U	***	●●	WL,6th
Return target instant, interrupt or sorcery from your graveyard to your hand.					
Relic Blast	EA	R	***	●●	LG,4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.					
Relic Blast	EA	R	***	●●	LG,CH,5th
Counter target summon spell.					
Rescind	INS	C	***	●●	UJ
Return target permanent to owner's hand. Cycling ●.					
Rescue	INS	C	***	●●	UJ
Return target permanent to its owner's hand.					
Rescue	INS	C	***	●●	UJ
Return target permanent to its owner's hand.					
Reveal	INS	U	***	●●	LG
Untap all your lands. May only be played during opponent's turn.					
Rethink	INS	C	***	●●	PY
Counter target spell unless its controller pays ●, where X is its converted mana cost.					
Reveka, Wizard Savant	SL	R	***	●●	HL
● Do 2 damage to any target. Reveka does not untap next turn. 1/1.					
Reverberation	INS	R	***	●●	LG
Redirect all damage done by target sorcery to its caster.					
Rawhide	INS	C	***	●●	UJ,6th
Counter target spell. Untap up to four lands.					
Rhystic Deluge	EN	C	***	●●	PY
● Tap target creature unless its controller pays ●.					
Rhystic Scrying	SOR	U	***	●●	PY
Draw three cards. Then if any player pays ●, discard three cards from your hand.					
Rhystic Study	EN	C	***	●●	PY
Whenever an opponent plays a spell, you may draw a card unless that player pays ●.					
Ribbon Snake	SC	C	***	●●	PY
Flying ● Ribbon Snake loses flying until end of turn. Any player may play this ability 2/3.					
Riptide	INS	C	***	●●	DK
Tap all blue creatures.					
Rising Waters	EN	R	***	●●	UL
Lands don't untap during their controllers' untap steps. At the beginning of each player's upkeep, that player untaps a land he or she controls.					
Rishadan Airship	SC	C	***	●●	NM
Flying. Airship may block only creatures with flying. 3/1.					
Rishadan Brigand	SC	R	***	●●	NM
Flying. When Brigand comes into play, each opponent sacrifices a permanent unless he pays ●. Brigand may block only creatures with flying. 3/2.					
Rishadan Corpse	SC	C	***	●●	NM
When Corpse comes into play, each opponent sacrifices a permanent unless he pays ●. 1/1.					
Rishadan Feat	SC	U	***	●●	NM
When Feat comes into play, each opponent sacrifices a permanent unless he pays ●. 2/2.					
River Merfolk	SC	R	***	●●	FE
● Merfolk gain mountainwalk until end of turn. 2/1.					
Robe of Mirrors	SC	R	***	●●	EX
Enchanted creature cannot be the target of spells or abilities.					
Roewater Command	SC	C	***	●●	NE
Islandwalk. 2/2.					
Roewater Diver	SC	U	***	●●	TM
● Sacrifice. Return target artifact from your graveyard to your hand. 1/1.					
Roewater Warrior	SC	C	***	●●	TM
● Deals 1 damage to target creature or player. 1/1.					
Roewater Warrior	SC	R	***	●●	TM
● Gain control of target creature as long as that creature has any enchantments on it. 2/3.					
Roewater Mystic	SC	C	***	●●	EX
● Look at the top card of target player's library. 1/1.					
Roewater Shaman	SC	R	***	●●	TM
You may play creature enchantments as instants. 2/2.					
Roewater Thief	SC	R	***	●●	NE
● Roewater Thief gains flying until end of turn. Whenever Roewater Thief deals combat damage to a player, you may pay ●. If you search that player's library for a card and remove that card from the game, then the player shuffles his library. 1/2.					
Sage of Lath-Nam	SC	C	***	●●	AQ
● Sacrifice an artifact. Draw a card. 1/1.					
Sage Owl	SC	C	***	●●	WJ,6th
Flying. When Sage Owl comes into play, look at the top four cards of your library and get them back in any order. 1/1.					
Saltmonger	SC	U	***	●●	UL
● Target creature gains flying until end of turn. Any player may use this ability. 3/3.					
Sand Squid	SC	R	***	●●	MM
Islandwalk. ● You may choose not to untap Squid during your untap step. ● Tap target creature. That creature does not untap as long as Squid remains tapped. 2/2.					
Sandbar Crocodile	SC	C	***	●●	MG
Phasing. 5/5.					
Sandbar Merfolk	SC	C	***	●●	UJ
Cycling ● 1/1. Exactly when wouldn't you cycle this card? 1/1.					
Sandbar Merfolk	SC	U	***	●●	UJ
Cycling ● 3/4.					
Sapphire Charm	INS	C	***	●●	MG
Choose one—Target player draws a card at the beginning of the next turn's upkeep, or target creature an opponent controls phases out or target creature gains flying until end of turn.					
Saprazzan Bailiff	SC	R	***	●●	MM
When Bailiff comes into play, remove all artifact and enchantment cards in all graveyards from the game. When Bailiff leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands. 2/2.					
Saprazzan Breaker	SC	U	***	●●	MM
● Put the top card of your library into your graveyard. If that card is a land, Breaker is unblockable this turn. 3/3.					
Saprazzan Heir	SC	R	***	●●	MM
Whenever Heir becomes blocked, you may draw three cards. 1/1.					
Saprazzan Legato	SC	U	***	●●	MM
Flying. If an opponent controls a mountain and you control an island, you may play Legato without paying its mana cost. 1/2.					
Saprazzan Outrigger	SC	C	***	●●	MM
When Outrigger attacks or blocks, put it on top of its owner's library at end of combat. 5/5.					
Saprazzan Raider	SC	C	***	●●	MM
When Raider becomes blocked, return it to its owner's hand. 1/2.					

NAME	KIND	CR	PR	COST	SETS
Scent of Grime	INS	C	***	●●	UD
Reveal any number of blue cards in your hand. Counter target spell unless its controller pays ● for each card revealed this way.					
School of Piranha	SC	C	***	●●	EX
During your upkeep, pay ● or sacrifice Piranha. 3/3.					
Schirmer	SC	U	***	●●	EX
When Schirmer comes into play, you may return target instant or interrupt card from your graveyard to your hand. 2/2.					
Sea King's Blessing	INS	U	***	●●	LG
Change color of any number of creatures to blue until end of turn.					
Sea Monster	SC	C	***	●●	TM,6th
Cannot attack unless defending player controls any islands. 6/6.					
Sea Scryer	SC	C	***	●●	MG
● Add ● to your pool. ● Add ● to your pool. 1/1.					
Sea Serpent	SC	C	***	●●	LUR,4th,5th
Islandhome. 5/5.					
Sea Spirit	SC	U	***	●●	IA,5th
● +1/+4 until end of turn. 2/3.					
Sea Sprite	SC	U	***	●●	HL,5th
Flying. Protection from red. 1/1.					
Sea Troll	SC	U	***	●●	UD
● Regenerate. Use this ability only during a turn in which Tro was blocked by or in which Troll blocked a blue creature. 2/1.					
Seashell	SC	U	***	●●	UD
● Mercenary ● Search your library for a Merfolk card and put that card into play. 2/2.					
Seal of Removal	EN	C	***	●●	NE
Sacrifice Seal. Return target creature to its owner's hand.					
Seasinger	SC	U	***	●●	FE,5th
● Islandhome ● Gain control of target creature if its controller controls an island. You lose control if Seasinger leaves your control or becomes untapped. You may leave Seasinger tapped. 0/1.					
Second Chance	EN	R	***	●●	UL
During your upkeep, if you have 5 life or less, sacrifice Second Chance and take an extra turn after this one.					

KILLER C



Seagoriv Lavathan
Islandwalk 3/3

Serendib Diljan
Flying. Sacrifice one of your lands during upkeep. Take damage if the destroyed land is an island. 5/6.

Serendib Elreot
SC R *** ●●

Shadow Rift
INS U *** ●●

Shaper Guildmage
SC C *** ●●

Shimmer
● +1/+1

Shimmering Elreot
SC R *** ●●

Shimmering Wings
FC C *** ●●

Shore and Tell
SC R *** ●●

Shrieking Drake
SC C *** ●●

Shift
SC R *** ●●

Shoveling Match
INS U *** ●●

Silbiant Spirit
SC R *** ●●

Sift
SQR C *** ●●

Sight of Sleep
EC

Silhouette
INS U *** ●●

Silver Ewe
SC U *** ●●

Silver Wyvern
SC R *** ●●

Sinbad
SC U *** ●●

Look at target opponent's hand and choose a creature card there. That player discards that card.

Kernick was to find that some borders can never be crossed.

and figure out exactly what he's got. We sure to get your creature into play.

NAME	TYPE	CR	PR	COST	SETS
Storm Core SC C ** ●●	AlbH				
Flying 1/2					
Storm Elemental SC U *** ●●●	AI				
Flying ● Remove top card of your library from the game to put target flying creature ● Remove top card of your library from the game if it is a snow-covered land. Elemental gets +1/+1 until end of turn. 3/4.					
Stormwatch Eagle SC C ** ●●	PY				
Flying Sacrifice a land: Return Eagle to its owner's hand. 2/1.					
Stroke of Genius INS R *** ●●●	UZ				
Put a clever draw 7 cards.					
Stronghold Biologist SC U *** ●●●	NE				
● Discard a card from your hand. Counter target creature spell. 1/1.					
Stronghold Machinist SC U *** ●●●	NE				
● Discard a card from your hand. Counter target creature spell. 1/1.					
Stronghold Zeppelin SC U *** ●●●	NE				
Flying Zeppelin may block only creatures with flying. 3/3.					
Submerge INS U *** ●●●	NE				
If an opponent controls a forest and you control an island, you may play Submerge without paying its mana cost. Put target creature on top of its owner's library.					
Suffocation SC U *** ●●●	AI				
Pay off when a red spell deals damage to you. Do 4 damage to that spell's caster. 2/1.					
Sunder INS R *** ●●●	UZ				
Return all lands to owners' hands.					
Sunken City EN C *** ●●●	DK4H				
At blue creatures gain +1/+1 Pay ●● during upkeep or destroy City.					
Sunken Field CL U *** ●●●	PY				
Enchanted land has "Counter target spell unless its controller pays 1/1."					
Sun's Eye Firewalker SC U *** ●●●	MG				
Cannot be targeted by red spells or effects. ● Deal 1 damage to target creature or player. 0/1.					
Sylvanite INS U *** ●●●	FE				
●● Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.					
Tangle Kelp EC U *** ●●●	DK				
Target creature stays tapped during upkeep if it attacked last turn. Tap target creature when Tangle Kelp is cast.					
Tanhuja SC R *** ●●●	MG				
Phasing. Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.					
Teleri's Curse EP C ** ●●	MG				
Play on an artifact or creature. Enchanted permanent gains phasing. 2/2.					
Teleri's Drake SC C ** ●●	MG				
Flying. Phasing. 3/2.					
Teleri's Imp SC R *** ●●●	MG				
Flying. Phasing. When Teleri's Imp phases out, choose and discard a card. When Teleri's Imp phases in, draw a card. 1/1.					
Teleri's Realm EW R *** ●●●	VS				
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands or global enchantments. All cards of chosen type phase out.					
Teleri's Veil EN U *** ●●●	WL				
When one of your creatures attacks. It phases out at end of combat.					
Teknikens INS R ** ●●	LG				
Target creature becomes tapped and deals no damage this turn if it does not untap normally during its controller's following two upkeep steps.					
Telepathic Spies SC C ** ●●	UD				
When Spies comes into play, look at target opponent's hand. 2/2.					
Telepathy EN U *** ●●●	UZ				
Each of your opponents plays with his hand revealed.					
Teleport SC R *** ●●●	LGCH				
Target creature cannot be blocked this turn.					
Temporal Adapt SC R *** ●●●	UD				
●● Return target permanent to its owner's hand. 1/1.					
Thakalos Decipher SC R *** ●●●	SH				
Shadow. Sacrifice. Gain control of target creature permanently. Use this ability only if Decipher is attacking and unblocked. 1/1.					
Thakalos Dreamswaver SC U *** ●●●	TM				
Shadow. You leave Dreamswaver tapped. If Dreamswaver damages any opponent, tap target creature. As long as Dreamswaver remains tapped, that creature does not untap during its controller's upkeep step. 1/1.					
Thakalos Drifters SC R *** ●●●	EX				
Choose and discard a card. Drifters gains shadow until end of turn. 3/3.					
Thakalos Mistfolk SC C ** ●●	TM				
Shadow. ● Put Mistfolk on top of owner's library. 2/1.					
Thakalos Scout SC C ** ●●	EX				
Shadow. Choose and discard a card. Return Scout to owner's hand. 2/1.					
Thakalos Seer SC C ** ●●	TM				
Shadow. If Thakalos Seer leaves play, draw a card. 1/1.					
Thakalos Sentry SC C ** ●●	EX				
Shadow. 1/2.					
Theft of Dreams SC R *** ●●●	TM				
For each targeted creature target opponent controls, draw a card. 1/1.					
Thieving Magics SC U *** ●●●	UD				
Flying. Whenever Magics damages your opponent, draw 1 card. 1/3.					
Thief EC C ** ●●	MG				
Tap enchanted creature. During your upkeep, pay ● or bury Thief. Enchanted creature does not untap during its controller's upkeep step.					
Thornwind Fairies SC C *** ●●●	UL				
Flying. ● Deal 1 damage to target creature or player. 1/1.					
Thwart EN R *** ●●●	AI				
●● Remove the top card of your library from the game if you do not remove your library from the game and bury Thwart. Last. ● Remove the top card of your library from the game to prevent a damage to you.					
Thoughtless INS R ** ●●	LUR4H				
Change the color of a card played or already in play to blue.					
Three Wishes INS R *** ●●●	VS				
Take the top three cards from your library, look at them, and set them aside face down. You may use these cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.					
Thunder Wall SC U *** ●●●	IA				
Flying. ● +1/+1 until end of turn. 0/2.					
Thwart INS U *** ●●●	IA				
You may return three weapons you control to their owner's hand instead of paying Thwart's mana cost. Counter target creature.					
Tidal Bore INS C ** ●●	MM				
You may return an island you control to its owner's hand instead of paying Bore's mana cost. Put a target creature.					
Tidal Control CL U *** ●●●	AI				
●● Anyone may pay 2 of 2 life to counter red or green spell. FE.					
Tidal Flats CL U *** ●●●	FE				
●● All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may					

NAME	TYPE	CR	PR	COST	SETS
Tidal Influence EN U *** ●●●	FE				
Put 1 counter on influence when casting it and during upkeep. When there is one counter on influence, all blue creatures get +2/+2. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on influence.					
Tidal Kraken SC R *** ●●●	MM				
Tidal Kraken is unblockable. 6/6.					
Tidal Surge SC R *** ●●●	SL6H				
Tap up to three target creatures without flying.					
Tidal Warrior SC R *** ●●●	SH				
● Target land is an island until end of turn. 1/1.					
Tidal Wave MG SC R *** ●●●	MG				
Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wave. Bury the token at end of every turn.					
Time and Tide INS U *** ●●●	VS				
All creatures phased out phase in while all creatures with phasing phase out.					
Time Ebb SC R *** ●●●	TM				
Put target creature on top of owner's library.					
Time Elemental SC R *** ●●●	LG4th5th				
●● Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if 4 blocks or attacks. 0/2.					
Time Spiral SC R *** ●●●	UZ				
Remove Spiral from the game. Each player shuffles his graveyard and sends it to his library, then draws 7 cards. Untap up to 6 lands.					
Time Walk SC R *** ●●●	UZ				
Target player takes an extra turn after this one.					
Time Warp SC R *** ●●●	TM				
Target player takes an extra turn after this one.					
Timecaster SC R *** ●●●	LU				
Put Timecaster in a new graveyard. Shuffle your hand, library, and graveyard together and draw seven cards.					
Timid Drake SC U *** ●●●	WLMM				
Flying. If a creature comes into play, return Drake to your hand. 3/3.					
Tinker SC U *** ●●●	UL				
At the time you play Tinker, sacrifice an artifact. Search your library for an artifact card and put that artifact into play.					
Tolarian Drake SC C ** ●●	WL				
Flying. Phasing. 2/4.					
Tolarian Entrancer SC R *** ●●●	FE				
Whenever Entrancer is blocked by any creature, gain control of that creature at end of combat. 1/1.					
Tolarian Serpent SC R *** ●●●	UZ				
During your upkeep, put the top seven cards of your library into your graveyard. 7/7.					
Tolarian Winds INS C ** ●●	UZ				
Discard your hand, then draw that many cards.					
Trade Routes EN R *** ●●●	IMI				
● Return target land you control to its owner's hand.					
Tradedriver SC R *** ●●●	TM				
Flying. ● Tap two creatures you control. Return target permanent to owner's hand. 1/4.					
Transmute Artifact SC R *** ●●●	AQ				
Sacrifice an artifact to choose an artifact from your library and put it into play. Pay the difference if the new artifact costs more.					
Treachery SC R *** ●●●	UZ				
When cast, untap up to 5 lands. Gain control of enchanted creature.					
Treasure Trove EN U *** ●●●	EX				
● Draw a card.					
Trickster Mage SC C ** ●●	NE				
● Discard a card from your hand: Put or untap target artifact, creature, or land. 1/1.					
Troublesome Spirit SC R *** ●●●	PY				
Flying. At the end of your turn, tap all lands you control. 3/4.					
Turnabout INS U *** ●●●	LJ				
Put or untap all artifacts, creatures or lands target player controls.					
Twiddle INS C ** ●●	LU4th5th				

STUMPERS



Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)

Tap or untap target land, creature or artifact.

Twit INS C ** ●●

Tap or untap target artifact, creature or land. Draw a card.

Undo EN U *** ●●●

Creatures with Islandwalk may be blocked.

Unstable Mutation EC C ** ●●

ANR4th5th

Target creature gains +3/+3. Put a 1/1 counter on enchanted creature during your upkeep.

Unstable Shapeshifter SC R *** ●●●

TM

Whenever any creature comes into play, Shapeshifter permanently becomes a copy of that creature and retains its ability. 0/1.

Unsummon INS C ** ●●

Basic

Return target creature to its owner's hand.

Updraft INS U *** ●●●

IA5th

Give target creature flying until end of turn. Camp.

Venish EC C ** ●●

VS

●● Enchanted creature phases out.

Vaporous Djinn SC U *** ●●●

MG

Flying. During your upkeep, pay ● or Djinn phases out. 3/4.

Veil of Birds EN C ** ●●

UZ

When one of your opponents successfully casts a spell, if Veil is an enchantment, Veil becomes a 1/1 Bird with flying.

Veiled Apparition EN U *** ●●●

UZ

When one of your opponents successfully casts a spell, if Apparition

NAME	TYPE	CR	PR	COST	SETS
Veiled Apparition EN U *** ●●●	UZ				
is an enchantment, Apparition becomes a 3/3 Illusion with flying and "During your upkeep, pay ● or sacrifice Apparition."					
Veiled Circle EN C ** ●●	UZ				
When a player has no cards in hand, if Circle is an enchantment, Circle becomes a 4/4 Circle.					
Veiled Sentry EN U *** ●●●	UZ				
When one of your opponents successfully casts a spell, if Sentry is an enchantment, Sentry becomes an Illusion with power and toughness each equal to total casting cost of that spell.					
Veiled Serpent EN U *** ●●●	UZ				
Whenever one of your opponents successfully casts a spell, if Serpent is an enchantment, Serpent becomes a 4/4 Serpent that cannot attack unless defending player controls an island. Cycling.					
Venerian Gold FG C *** ●●●	LG				
Put X counters on target creature and tap it. Creature does not untap while a counter remains. Remove a counter during creature controller's upkeep.					
Vesuvan Doppelganger SC U *** ●●●	LUR				
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. 7/7.					
Vigilant Arms SC C *** ●●●	UJ				
●●● Untap Drake. 3/3.					
Viceroid Armor EC C ** ●●	AI				
Enchanted creature gets +1/+1. ●● Return Armor to owner's hand.					
Viceroid Drone SC U ** ●●	AI				
● Sacrifice a creature and a Swamp. Bury target non-artifact creature. ● Sacrifice a creature and a Snow-covered Swamp.					
Vision Charm INS C *** ●●●	VS				
Choose one-Target artifact phases out or put the top four cards from target player's library into his graveyard or all lands of one type are basic lands of your choice until end of turn.					
Vodalian Illusionist SC U *** ●●●	WL				
●● Target creature phases out. 2/2.					
Vodalian Knights SC R *** ●●●	FE				
Islandhome. First strike. ● Flying until end of turn. 2/2.					
Vodalian Mage SC C ** ●●	FE				
● Counter target spell unless caster pays an extra 1/1.					
Vodalian Soldiers SC C ** ●●	FE5th6th				
1/2.					
Vodalian War Machine SC R *** ●●●	UJ				
Tap a Marlok you control. Machine may attack until end of turn or give Machine +2/+1 this turn. If War Machine goes to the graveyard, all Marloks tapped in this manner are destroyed. 0/4.					
Volcanic Eruption SC R *** ●●●	LUR4H				
Destroy X mountains of your choice and 1 damage to each player and creature in play for each mountain destroyed.					
Volrath's Curse EC C ** ●●	TM				
Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability and end of turn. ● Return Volrath's Curse to owner's hand.					
Volrath's Shapeshifter SC R *** ●●●	SH				
As long as the top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. 0/1.					
Walking Dream SC U *** ●●●	SH				
Dream is unblockable. Dream does not untap during your upkeep step if any opponent controls two or more creatures. 3/3.					
Walking Sponge SC U *** ●●●	UJ				
● Target creature loses flying, first strike or trample until end of turn. 1/1.					
Wall of Air SC U *** ●●●	Basic				
Wall of Air. 1/1.					
Wall of Kelp SC U *** ●●●	HL				
● Put a 0/1 wall Kelp token into play. 0/3.					
Wall of Tears SC J *** ●●●	SH				
If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. 0/4.					

I cast Karn's Touch on one of my opponent's artifacts. Then, I gain control of it using Treachery. What happens at end of turn?

At the Karn's Touch effect wears off, and suddenly, your Treachery isn't enchanting a legal permanent. The Treachery immediately goes to the graveyard, and your opponent regains control of the artifact.

Wall of Vapor SC C *** ●●●

LGCH

Cannot be damaged by creatures if blocks. 0/1.

Wall of Water SC U *** ●●●

LUR4th

● +1/+0. 0/5.

Wall of Wonder SC U *** ●●●

LGCH

●● Give Wall +4/+4 and enable it to attack. 1/5.

Wandering Eye SC C ** ●●

NE

Force All players play with their hands revealed. 1/3.

War Tax SC R *** ●●●

MM

●● Creatures can't attack this turn unless their controller pays 1/1 for each attacking creature.

Water Elemental SC U *** ●●●

LUR4th

1/1.

Water Worm SC C ** ●●

DK

Water Worm gains +0/+4 if opponent controls any islands. 1/1.

Waterproof Bouncer SC C *** ●●●

MM

● Discard a card. Return target creature to its owner's hand. 1/1.

Watseppoo Djinn SC L *** ●●●

VS

Put a counter on Watseppoo Djinn an untapped island you control to owner's hand or bury Watseppoo Djinn. 4/4.

Wave Elemental SC U *** ●●●

MG

● Sacrifice. Tap up to 3 target creatures without flying. 2/2.

Wayward Soul SC C *** ●●●

EX

Flying. ● Put Wayward Soul on top of owner's library. 3/2.

Weatherseed Fairies SC C *** ●●●

UJ

NAME	TYPE	CR	PR	COST	SETS
Flying creature from red. 2/1					
Whim of Volrath	INS	R	***	●●●	TM
Backstab. ● Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.					
Whiptongue Frog	SC	C	***	●●●	EX
● Whiptongue Frog gains flying until end of turn. 1/3					
Whisper of the Muse	INS	U	***	●●●	TM
Backstab. Draw a card.					
Wind Dancer	SC	U	***	●●●	UJ
Flying. ● Target creature gains flying until end of turn. 1/1					
Wind Drake	SC	C	***	●●●	TM5th
Flying. 2/2					
Wind Spirit	SC	U	***	●●●	IA5th6th
Flying. Spirit cannot be blocked by less than two creatures. 3/2					
Windfall	SOR	C	***	●●●	UJ
Each player discards his hand and draws cards equal to the greatest number a player discarded this way.					
Windcutter	SC	U	***	●●●	PY
Flying. Whenever Windcutter attacks or blocks, return it to its owner's hand at end of combat. 3/3					
Winged Silver	SC	C	***	●●●	TM
All Silvers gain flying. 1/1					
Winter Blast	INS	R	***	●●●	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. Each creature's controller may pay ● or ● to prevent it from being destroyed. If ● is spent, the creature deals no combat damage.					
Withdraw	INS	C	***	●●●	PY
Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays ●.					
Wizard Mentor	SC	C	***	●●●	UJ
● Return Mentor and target creature you control to owner's hand. 2/2					
Word of Undoing	INS	C	***	●●●	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.					
Wrath of Marit Lago	EN	R	**	●●●	IA
Tap all and creatures. Red creatures do not untap as normal.					
Zephyr	Flying	Zephyr cannot be the target of spells or abilities. 3/4			
Zephid Embrace	EC	U	***	●●●	UJ
Enchanted Creature gets +2/+2, gains flying and cannot be target of spells or abilities.					
Zephyr Falcon	SC	C	***	●●●	LG.6th5th
+1/+1. Pay ● during upkeep or to attack. 1/1					
Zur's Wielding	EN	R	***	●●●	IA5th6th
All players play with hands face up. When a player draws a card, any player may pay 2 life to force the player to discard that card.					
Zuran Enchanter	SC	C	***	●●●	IA
● Opponent must discard 1 card. Play as a sorcery. 1/1					
Zuran Spellcaster	SC	C	***	●●●	IA
● Deals 1 damage to target creature or player. 1/1.					
OLD					
All players play with hands face up. When a player draws a card, any player may pay 2 life to force the player to discard that card.					
Acidic Sliver	SC	U	***	●●●	SH
Each Sliver gains ●. Sacrifice this creature. This creature deals 2 damage to target creature or player. 2/2					
Adun Dakenshield	SL	R	***	●●●	LG
● Return a creature from your graveyard to your hand. 1/1					
After of Bone	SOR	R	**	●●●	IA
Sacrifice a creature. Search your library for a creature card.					
Angus Mackenzie	SL	R	**	●●●	LG
● Creatures deal no damage during combat. 2/2					
Arcades Sabbath	SL	R	***	●●●	LG.6th
Flying. All your creatures gain +0/+2 when untapped. +1/+1. Pay ● during upkeep or to attack. 7/7					
Army Ants	SC	U	***	●●●	VS
● Sacrifice a land. Destroy target land. 1/1.					
Asmira, Holy Avenger	SL	R	***	●●●	MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3					
Axiald Gannok	SL	R	***	●●●	LG
Trample. When a creature is put in graveyard during the turn in which Axiald damaged it, gain 1 life and deal 1 damage to target player. 5/5					
Ayeshia Tanaka	SC	R	***	●●●	LG
Counter. Target artifact effect unless its controller sacrifices ●. 2/2					
Barkothb Warbeard	SL	U	**	●●●	LG
6/6					
Bartel Runaxe	SL	R	***	●●●	IA
Cannot be target of enchantments. Does not tap to attack. 6/5					
Bartholomew	SC	R	***	●●●	MG
● Deal 1 damage during your upkeep. 2 life. 5/5					
Bears Devilborn	SC	U	***	●●●	LG
● Deal 1/1 red and black Demon token into play. 2/2					
Breathstalker's Crypt	EN	R	**	●●●	VS
Whenever any player draws a card, he reveals that card. If it is a creature card that player plays, it flies or discards the card.					
Cadaverous Bloom	EN	R	**	●●●	MG
Choose a card in your hand and remove it from the game. Add ●● or ●● to your mana pool.					
Centaur Archer	SC	U	**	●●●	IA
● Deal 1 damage to target flying creature. 3/2					
Chromatic Armas	SC	C	***	●●●	IA
● Deal 1 damage to Chromatic Armas when 1 colorless card is played and choose a color. At end of combat, deal to creatures by that color is reduced to 0. Put a counter on Armas and change color of ● protects against. X equals the number of counters.					
Chromium	SL	R	***	●●●	LG.6th
Flying, ramping, 2 damage. 2 Pay ● during upkeep or bury Chromium. 7/7					
Circle of Despair	EN	R	**	●●●	MG
● Sacrifice a creature. Prevent all damage to any creature or player from any one source.					
Corrosion	INS	C	***	●●●	VS
Cumulative upkeep. ● During your upkeep, put a counter on each artifact target creature. If the number of counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all counters from the game.					
Crystalline Sliver	SC	U	***	●●●	SH
Slivers cannot be the target of spells or abilities. 2/2					
Dakkon Blackblade	SL	R	***	●●●	LG.6th
● Deal 1 damage to lands you control.					
Dark Heart of the Woodch	EN	R	**	●●●	DK
Sacrifice a forest. Gain 3 life.					
Delirium	INS	U	**	●●●	MG
Play on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. Tap that creature and takes no damage in combat this turn.					
Diabolic Vision	SOR	R	**	●●●	IA
Look at the top five cards of your library and put any in your hand. Put the other four on top of your library in any order.					
Discordant Spirit	SC	R	***	●●●	MG
At end of target opponent's turn, put a +1/+1 counter on Spirit.					

MAGIC

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Dracoplain	SC	U	---	---	---	TM
Flying. When you play Dracoplain, sacrifice any number of creatures. Comes into play with power equal to the total power of the sacrificed creatures and toughness equal to their total toughness. ● Dracoplain gets +1/+4 until end of turn. 7/7.						
Earthlink	EN	R	---	---	---	IA
Pay 1 during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						
Elemental Augury	EN	R	---	---	---	IA
● Look at top 3 cards of any library and put them back in any order.						
Emberweave Caliph	SC	R	---	---	---	MG
Flying. Temple Caliph attacks each turn if able. For each damage Caliph successfully deals, lose 1 life. 4/4.						
Energy Arc	INS	U	---	---	---	AI
Unpay any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.						
Energy Bolt	SOR	R	---	---	---	MG
Do 1 damage to target player or target player gains X life.						
Essence Vortex	INS	R	---	---	---	IA
Bury target creature. Creature's controller may counter Essence Vortex by paying life equal to the creature's toughness.						
Femur Enchantment	SC	R	---	---	---	VS
When an enchantment is put into a graveyard, draw a card. 1/2.						
Fiery Justice	SOR	R	---	---	---	IA
Do 3 damage divided among any number of creatures. Target creature's controller chooses among any number of targets. Target opponent gains 5 life.						
Fire Covenant	INS	U	---	---	---	IA
Fire Covenant deals X damage divided among any number of target creatures, where X is equal to the amount of life you pay.						
Firestorm Helix	SC	R	---	---	---	VS
Flying. Torment. Cumulative upkeep 5. 6/6.						
Flooded Woodlands	EN	R	---	---	---	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.						
Frantic Effort	SC	R	---	---	---	MG
Flying. ● Flip a coin. If the flip ends up in your favor, Frantic Effort phases out. Otherwise, bury Frantic Effort. 2/1.						
Fumarole	SOR	R	---	---	---	IA
Pay 3 life. Destroy a land and a creature.						
Gabriel Angelfire	SL	R	---	---	---	LG, CH
During your upkeep, Gabriel Angelfire gains either flying, first strike, trample or rampart. 3 until your next upkeep. 4/4.						
Ghostly Flame	EN	R	---	---	---	IA
Black and red permanents and spells are colorless sources of damage.						
Giant Trap Door Spider	SC	U	---	---	---	IA
● Spider and target non-flying creature which is attacking you are removed from the game. 2/3.						
Glaciers	EN	R	---	---	---	IA
All mountains are plains. ● During upkeep or bury Glaciers. 4/4.						
Gesta Drift	SL	R	---	---	---	LG
First strike. Creatures with islandwalk may be blocked. 4/4.						
Grim Feast	EN	R	---	---	---	MG
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to its toughness.						
Guiding Spirit	INS	U	---	---	---	IA
Flying. ● If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.						
Gwendlyn Di Corci	SL	R	---	---	---	LG
● Target player randomly discards a card. Play as a sorcery. 3/5.						
Halfdane	SL	R	---	---	---	LG
During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. 7/7.						
Harbor Guardian	SC	U	---	---	---	MG
Can block flying creatures. When it attacks, defender may draw a card. 3/4.						
Haunting Apparition	SC	U	---	---	---	MG
Flying. ● Number of green creatures in opponent's graveyard. 14/72.						
Hazezdr Drake	SC	R	---	---	---	MG
Flying. Protection from red. 2/3.						
Hazezdr Tamar	SL	R	---	---	---	LG, CH
Un the upkeep after Hazezdr enters play, put "tokens in mana" - the number of lands you control. Treat tokens as 1/1 red, white and green creatures. Remove all tokens if Hazezdr leaves play. 2/4.						
Hibernation Silver	SC	U	---	---	---	SH
Each Silver gains "Pay 2 life: Return this creature to owner's hand." 2/2.						
Hunding Gjornar	SL	U	---	---	---	LG
Rampage. 1 5/4.						
Hymn of Rebirth	SOR	U	---	---	---	IA
Take a creature from any graveyard and put it into play under your control.						
Jacques le Vert	SL	R	---	---	---	LG
All your green creatures gain +0/+2. 3/2.						
Jasmine Borsal	SL	U	---	---	---	LG
4/5.						
Jedri Onanon	SL	U	---	---	---	LG
5/5.						
Jerrad of the Cleef Fleet	SL	U	---	---	---	LG
5/5.						
Johan	SL	R	---	---	---	LG, CH
As long as Johan doesn't attack or isn't tapped, your creatures may attack without tapping. 5/4.						
Jungle Troll	SC	U	---	---	---	MG
● Regenerate. ● Regenerate. 2/1.						
Kaevri's Purge	SOR	U	---	---	---	MG
Destroy target creature with casting cost equal to X. Purge deals to creature's controller damage equal to the creature's power.						
Kasimir the Lone Wolf	SL	U	---	---	---	LG
5/3.						
Kei Takahashi	SL	R	---	---	---	LG, CH
Prevent up to 2 damage to target creature. 2/2.						
Kieldaran Frostbeast	SC	U	---	---	---	IA
All creatures blocking or blocked by Frostbeast are destroyed at end of combat. 2/4.						
Lady Caleria	SL	R	---	---	---	LG
● Do 3 damage to target attacking or blocking creature. 3/8.						
Lady Evangela	SL	R	---	---	---	LG

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Lady of the Mountain	SL	U	---	---	---	LG
●●● Target creature deals no combat damage this turn. 1/2.						
Lady Orca	SL	U	---	---	---	LG
7/4.						
Leering Gargoyle	SC	R	---	---	---	MG
Flying. ● Gets +2/+2 and loses flying until end of turn. 2/2.						
Lim-Dul's Paladin	SC	---	---	---	---	MG
Frenzy. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +6/+3 if blocked. If Paladin isn't blocked, it deals no damage to defender this turn and that player loses 4 life. 0/3.						
Lim-Dul's Vault	INS	U	---	---	---	AI
Check the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library. Put those five on top of your library in any order.						
Livonya Silone	SL	R	---	---	---	LG
First strike. Legendary landwalk. 4/4.						
Lebony	SOR	U	---	---	---	TM
Look at target player's hand and choose any card other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.						
Lord Magnus	SL	U	---	---	---	LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.						
Lord of Treasures	SL	R	---	---	---	IA
When Lord comes into play, pay 2 life and sacrifice two creatures and target opponent draws 2 cards. ● Regenerate. 10/4.						
Malignant Growth	EN	R	---	---	---	IA
●● During upkeep, add a counter. During opponent's draw step he draws an additional card and takes 1 damage for each counter.						
Marhaunt Eldridge	SL	U	---	---	---	LG, CH
Rampage. 1 4/6.						
Marsh Goliath	SL	C	---	---	---	DK
Swampwalk. 1/1.						
Merike Ri Berit	SL	R	---	---	---	IA
Does not untap. ● Gain control of target creature. If Merike leaves your control or becomes untapped, that creature is buried. 1/1.						
Mistfortune	SOR	R	---	---	---	AI
Opponent chooses. Eternity you put a -1/-1 counter on each creature you control each pay 4 life or you put a -1/-1 counter on each creature that opponent controls and Mistfortune deals 4 damage to him.						
Monsoon	IN	R	---	---	---	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SL	R	---	---	---	IA
●● For the rest of the turn, put a +1/+1 counter on Titan whenever you successfully cast a black spell. 2/2.						
Mundungu	SC	U	---	---	---	VS
● Counter target spell unless that spell's caster pays an additional ● and 1 life. 1/1.						
Nature's Blessing	EN	U	---	---	---	IA
● Choose and discard a card from your hand to have target creature permanently gain banding. First strike, trample or +1/+1. 1/1.						
Nebuchadnezzar	SL	R	---	---	---	LG, CH
●● Name a card. Opponent randomly reveals X cards in hand and discards any of the named card. Play as a sorcery. 3/3.						
Nicol Botlar	SL	R	---	---	---	IA
Flying. An opponent damaged by Nicol Botlar must discard his entire hand. Pay ●●● during upkeep or bury Nicol Botlar. 7/7.						
Palatinus Mare	SL	R	---	---	---	LG, CH
Flying. Jangle. Pay ●●● during upkeep or bury Palatinus Mare. 7/7.						
Pavel Malkin	SL	R	---	---	---	LG
● Give Pavel Malkin +1/+1 until end of turn. 5/3.						

KILLER COMBOS

X, Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.

"Uh, does anyone have a flute?"
Rana, Suq'Ata market fool

Each creature gets +1/+1 for each creature in play of the same creature type. (For example, if there are three Cobras in play, each of them gets +2/+2.)

"Hup, two, three, four, thine here to count no more."
- Mage march

A bunch of 1/1 cobras is a scary thought all by itself. But a bunch of enormous cobras should end the game quickly and give your opponent nightmares.

Pheldagor SC R --- --- --- AI
● Flying. Opponent gains 2 life. ● Return Pheldagor to owner's hand. Opponent may draw a card. ● Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.

Phyrean Purge SOR R --- --- --- MG
Pay 3 life per target. Destroy any number of target creatures.

Princess Lucrare SL R --- --- --- LG
●● Add to your mana pool. 5/4.

Prismatic Beam INS U --- --- --- MG
X creatures gain protection from a single color until end of turn.

Purgatory EN R --- --- --- IA
When a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay ● and 2 life to put any card under Purgatory into play.

Pygmy Hippo SC R --- --- --- VS
If Hippo attacks and is not blocked, you may choose to have it deal no combat damage. If you do, defending player draws all mana from his lands and then his pool is emptied. After combat add an equal amount of colorless mana to your pool. 2/2.

Bury immediately if controller has no islands in play. ● Put a 1/1 creature on target creature. 0/3.

Sky Spirit SC U --- --- --- TM
Flying, first strike. 2/2.

Silver Queen SL R --- --- --- SH
Silver Queen counts as a Silver. ● Put a Silver token into play. Treat this token as a 1/1 colorless creature. 7/7.

Sulfuric Swamp Wagon SL R --- --- --- LG, CH
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.

Sultari Guerrillas SC R --- --- --- IA
Shadow. If Sultari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. 3/2.

Spatial Binding EN U --- --- --- MG
Pay 1 life. Target cannot phase out during your next upkeep.

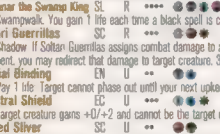
Spectral Shield EC --- --- --- IA
Target creature gains +0/+2 and cannot be the target of spells.

Spined Silver SC U --- --- --- SH
If a Silver is blocked, it gets +1/+1 until end of turn for each creature blocking it. 2/2.

NAME KIND CH PM COST SETS

Radiant Essence	SC	U	---	---	---	MG
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.						
Ragnar	SL	R	---	---	---	LG
●●● Regenerate target creature. 2/2.						
Ramirez DePietra	SL	U	---	---	---	LG
First strike. 4/3.						
Ramscap Overdark	SL	R	---	---	---	LG
● Destroy a target creature with an enchantment on it. 4/3.						
Ranger an-Voc	SC	U	---	---	---	TM
First strike. ● Regenerate Ranger an-Voc. 2/2.						
Rasputin Dreamweaver	SL	R	---	---	---	LG
Put 1 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add one colorless mana to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (maximum 7 counters). 4/1.						
Reclamation	EN	R	---	---	---	IA
No black creature can attack unless its controller sacrifices a land when that creature attacks.						
Reflect Damage	MS	R	---	---	---	MG
Redirect all damage dealt by your source to this creature's controller.						
Reparations	EN	R	---	---	---	MG
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.						
Righteous War	EN	R	---	---	---	VS
All white creatures you control gain protection from black. All black creatures you control gain protection from white. 4/4.						
Riven Turnbull	SL	U	---	---	---	LG
● Add to your mana pool. 5/7.						
Rock Basilisk	SC	R	---	---	---	MG
Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.						
Rohgahh of Vast Keep	SL	R	---	---	---	IA
All your Kobolds of that Keep gain +2/+2. Pay ●●● during upkeep or Rohgahh and Kobolds tap and come under opponent's control. 5/5.						
Rubina Sulsinger	SL	R	---	---	---	LG
● Gain control of target creature. You lose control when Rubina leaves your control or becomes untapped. You may leave Rubina tapped. 2/3.						
Savage Twister	SOR	U	---	---	---	MG
Savage Twister deals 2 damage to each creature.						
Sawback Manticores	SC	R	---	---	---	TM
● Flying. ●● Deals 2 damage to target attacking or blocked creature. Use only once and only if Manticores is in combat. 2/2.						
Scalabane's Elite	SC	U	---	---	---	V
Protection from black. 4/4.						
Scarwood Babbins	SC	C	---	---	---	D
2/2.						
Scaled Fate	SOR	U	---	---	---	MG
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top in any order.						
Segmented Worms	SC	U	---	---	---	TM
Whenever Worm is the target of a spell or ability, put a -1/-1 counter on it. 2/2.						
Selenia, Dark Angel	SL	R	---	---	---	VS
Flying. Counts as an Angel. Pay 2 life. Return to owner's hand. 3/3.						
Shauku's Minion	SC	U	---	---	---	V
●●● Deal 2 damage to target white creature. 2/2.						
Simon	MS	U	---	---	---	V
Simon deals 1 damage to each creature target opponent controls. 4/7.						
Sir Sindelar of Elyria	SL	U	---	---	---	LG
2/2.						
Spirit Scanzum	SL	U	---	---	---	LG
6/4.						
Skeleton Ship	SL	R	---	---	---	I

COBROS



Each creature gets +1/+1 for each other creature in play of the same creature type. (For example, if there are three Cobras in play, each of them gets 4+2+2.)

“Hup, two, three, four, Dinnne hote to count no more.”

— Mope march

Illus. Scott M. Fischer

A bunch of 1/1 cobras is a scary thought so should end the game quickly and give

Bury immediately if controller has no stands in play ● Put 1/-1 counter on target creature. 0/3

Sky Spirit SC U --- --- --- T

Flying, first strike 2/2

Silver Queen SL R --- --- --- T

Silver Queen counts as a Silver ● Put a Silver token into play

Treat this token as a 1/1 colorless creature. 7/7

Seltzmar the Swamp King SL R --- --- --- T

Swampwalk. You gain 1 life each time a black spell is cast. 5/4

Soltari Guerrillas SC R --- --- --- T

Shadow If Soltari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. 3/2

Spatial Binding EN U --- --- W

Pay 1 life. Target cannot phase out until your next upkeep

Spectral Shield EC U --- --- --- T

Target creature gains +0/+2 and cannot be the target of spells. 2/2

Spined Silver SC U --- --- --- T

If a Silver is blocked, it gets +1/+1 until end of turn for each Silver blocked. 2/2

NAME	WIND	CR	PR	COST	SETS
Argothian Treefolk	SC	C	••	••••	AQ
Any damage Treefolk takes from an artifact is reduced to 0.3/5.					
Argothian Wurm	SC	R	••	••••	WL
Trample. When Wurm comes into play, any player may sacrifice a land to put Argothian Wurm on top of owner's library. 6/6.					
Armer of Thorns	EC	C	••	••••	MS
You may play Armer as an instant; if you do, buy it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2.					
Aspect of Wall	EC	C	••	••••	1. UR, 4th, 5th
Target gets +1/+1, where 1 is the number of forests you control.					
Aurencia	SC	C	••	••••	1A5th
Trample. Gains +1/+4 for each other Aurencia that attacks. 2/3.					
Autumn Willow	SL	R	••••	••••	HL
Cannot be the target of spells or effects. Target player may target Willow with spells or effects until the end of turn 4/4.					
Avatar of Might	SC	R	••	••••	PY
Trample. If an opponent controls at least four more creatures than you, Avatar of Might costs less to play. 8/8.					
Avenging Druid	SC	C	••	••••	EX
If Druid damages opponent, you may reveal cards from your library until you reveal a land. Put it into play and put all other revealed cards into your graveyard. 1/3.					
Avail Fata	SC	C	••	••••	LG
Counter target interrupt or enchantment targeting a permanent you control.					
Awakening	EN	R	••	••••	SH
At the beginning of each upkeep, untap all creatures and lands.					
Baldurion Bears	SC	C	••	••••	LA
2/2.					
Barbarian Apes	SC	C	••	••••	LG
2/2.					
Barbed Foliage	EN	U	••	••••	MG
When a creature attacks you, it loses flanking. When a creature with flying attacks you, Barbed Foliage deals 1 damage to it.					
Berishi	SC	U	••	••••	WL
If Banish is put into graveyard from play, remove Banish from the game, then shuffle all creature cards from your graveyard into your library. 4/3.					
Dayou Dragonfly	SC	C	••	••••	TM
Flying, swampwalk. 1/1.					
Bequeathed	EC	C	••	••••	EX
If enchanted creature is put into any graveyard, draw two cards.					
Berserk	MS	U	••••	••••	LU
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.					
Bifurcate	SOR	R	••	••••	MM
Search your library for a copy of target creature card in play and that card into play.					
Birds of Paradise	SC	R	••••	••••	Basic
Flying. Add one mana of any color to your mana pool. 0/1.					
Blanchwood Armo	SC	C	••	••••	U2
Enchanted creature gets +2/+4, where 1 is the number of forests you control.					
Blanchwood Treefolk	SC	C	••	••••	U2
4/5.					
Blasphem	SC	C	••	••••	ME
Fading: 3. Blasphem can't be the target of spells or abilities. 5/5.					
Blizzard	EN	R	••	••••	IA
2/1. Flying creatures can't untap.					
Bleated Tread	SC	C	••	••••	WL
Protection from blue. Cycling. 2/2.					
Blossoming Wreath	MS	C	••	••••	WL
Gain life equal to the number of creatures in your graveyard.					
Boa Constrictor	SC	U	••	••••	MM
Constrictor gets +3/+2 until end of turn. 3/3.					
Bounty of the Hunt	SC	C	••	••••	AI
You may remove a green card in your hand from the game to cast Bounty. Put three +1/+1 effects on any number of target creatures until end of turn.					
Briar Patch	EN	U	••	••••	MM
Whenever a creature attacks you, it gets +1/+1 until end of turn.					
Briar Shield	EN	C	••	••••	WL
+1/+1. Sacrifice. Enchanted creature gets +3/+3 until end of turn.					
Broken Fall	EN	C	••	••••	TM
Return Broken Fall to owner's hand. Regenerate target creature.					
Brown Dog	SC	C	••	••••	IA
Counter an artifact ability that requires an activation cost. 1/1.					
Brushwag	SC	R	••	••••	MG
If Brushwag blocks or is blocked, it gets +2/+2. 3/2.					
Bull Elephant	SC	C	••	••••	VS
When Bull Elephant comes into play, return four forests you control to owner's hand or bury Bull Elephant. 4/4.					
Bull Nipper	SC	U	••	••••	U2
Islandwalk. 3/3.					
Burgoning	EN	R	••	••••	SH
Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.					
Call of the Wild	EN	R	••	••••	WL6th
Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, discard it.					
Call of the Hunt	SC	R	••	••••	MM
As you play Call of the Hunt, choose a creature type. Discard the Hunt's power and toughness are each equal to the number of creatures in play of the chosen type. 7.					
Calming Vase	SOR	C	••	••••	PY
Destroy all enchantments you don't control. If you control an untapped land, destroy all enchantments you control.					
Cameoage	MS	U	••	••••	LU
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.					
Canopy Dragon	SC	R	••	••••	MG
Trample. +1/+1. Flying and less trample until end of turn. 4/4.					
Canopy Spider	SC	C	••	••••	TM
Canopy Spider can block creatures with flying. 1/3.					
Carapace	EC	C	••	••••	HL5th
+0/+2. Sacrifice Carapace to regenerate the creature it enchants.					
Carnassid	SC	C	••	••••	SH
Trample. +1/+1. Regenerate Carnassid. 5/4.					
Carnivorous Plant	SC	C	••	••••	DK4th
Counts as a wall. 4/5.					
Carpet of Flowers	EN	U	••	••••	U2
During your main phase, you may add up to X mana of one color to your pool, where X is the number of islands target opponent controls.					
Cartographer	SC	U	••	••••	EX
When Cartographer comes into play, you may target target land card from your graveyard to your hand. 2/2.					
Cat Warriors	SC	C	••	••••	1A5th, 6th
Forestwalk. 2/2.					
Caustic Wasp	SC	C	••	••••	MM
Flying. Whenever Wasp deals combat damage to a player, you must destroy target artifact that player controls. 1/1.					
Cave Tiger	SC	R	••	••••	U2
Whenever it is blocked, Tiger gets +1/+1 until end of turn. 2/2.					
Channel	SOR	U	••	••••	LUR4th
Add to your pool for each land point you sacrifice.					
Charging Rhino	SC	C	••	••••	TM
Rhino cannot be blocked by creatures with flying. 4/4.					
Child of Gaea	SC	C	••	••••	U2
Trample. During your upkeep, pay to sacrifice Child. ••					

NAME	WIND	CR	PR	COST	SETS
Regenerate Child of Gaea	7/7				
Choking Vines	EN	U	••	••••	TM
Islands do not untap during their controllers' upkeep steps.					
Choking Vines	MS	C	••	••••	WL
Play only when blockers are declared. X target attacking creatures are considered blocked. Vines deals 1 damage to each of those creatures.					
Chob Tani	SC	C	••	••••	1A5th
Gains +2/+2 until end of turn when blocked or blocking. 1/1.					

STUMPERS



Can I have an Ascendant Evincar and a Crovax the Cursed in play at the same time?

Yes. Although they are both legends and are designed to represent the same person at different points in time, they do so with different card names. Apparently, in Dominaria, two copies of a person can exist as long as they are different ages.

Citadel Centaurs	SC	R	••	••••	U2
Echo. Cannot be the target of spells or abilities. 6/3.					
Citadel Druid	SC	U	••	••••	RQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.					
Citadel Hierophants	SC	R	••	••••	U2
Each creature you control gains. Add to your pool. 3/2.					
City of Solitude	EN	R	••	••••	VS
Each player may play spells and abilities only during his turn.					
Clear the Land	SOR	R	••	••••	MM
Each player reveals the top five cards of his library, puts into play tapped all lands revealed this way, and removes the rest from the game.					
Cockatrice	SC	R	••	••••	LUR4th, 5th
Flying. Any non-wall creature blocked or blocked by Cockatrice is destroyed at end of combat. 2/4.					
Cocoon	EC	U	••	••••	LG, 6th
Put 3 counters on target creature you control and tap it. Destroy does not untap until counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.					
Coiling Woodworm	SC	U	••	••••	NE
Woodworm's power equals the number of forests in play. 1/1.					
Collective Unconscious	SOR	R	••	••••	MM
Draw a card for each creature you control.					
Compest	EN	U	••	••••	UD
When a black card is put into one of your opponent's graveyards you may draw a card.					
Concordant Crossroads	EW	R	••	••••	LG, 6th
All creatures have haste.					
Constant Mists	MS	U	••	••••	SH
Byback—Sacrifice a land. Creatures deal no combat damage.					
Cradle Guard	SC	U	••	••••	U2
Trample, echo. 4/4.					
Crash of Rhines	SC	C	••	••••	MG
Trample. 6/4.					
Crashing Boars	SC	U	••	••••	EX
If Boars attacks, defending player chooses an untapped creature he controls. That creature blocks Boars this turn if able. 4/4.					
Craw Giant	SC	U	••	••••	1A5th, 6th
Trample, rampage. 2/6.					
Crew Warm	SC	C	••	••••	LUR4th, 5th
Crazed Armodon					
Armodon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armodon. Use this ability only once each turn. 3/3.					
Creepling Mold	SOR	U	••	••••	VS, 6th
Destroy target artifact, land, or enchantment.					
Crop Retaliation	SC	C	••	••••	SH
Sacrifice a land. Search your library for a land and put it into play.					
Crossbow Ambush	MS	C	••	••••	SH
All creatures you control can block flying creatures this turn.					
Crosswinds	EN	U	••	••••	U2
All creatures with flying get +2/+2.					
Crumble	MS	C	••	••••	AG, 4th, 5th
Bury target artifact. Destroy creature life equal to its casting cost.					
Cycle of Life	EW	R	••	••••	U2
Return to your hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.					
Cyclone	EN	R	••	••••	NH, 6th
Add one token per upkeep. Pay for each token or bury Cyclone and do 1 damage per token to all players and creatures.					
Darba	SC	U	••	••••	PY
At the beginning of your upkeep, sacrifice Darba unless you pay 4/4.					
Darkwatch Elves	SC	U	••	••••	U2
Protection from black. Cycling. 2/2.					
Daughter of Autumn	SC	R	••	••••	JL
Revised 1 damage from target white creature to Daughter. 2/4.					
Dawnstrider	SC	R	••	••••	MM
Discard a card: Prevent all combat damage that would be dealt this turn. 1/1.					
Deadly Insect	EN	U	••	••••	LG
Creatures with forestwalk may be blocked.					
Deadly Insect	SC	C	••	••••	AL, MM
Can't be the target of spells or abilities. 6/1.					
Decomposition	EC	U	••	••••	MG
Play on a black creature. Creature gains "C.U.: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.					
Deepwood Drummer	SC	C	••	••••	MM
Discard a card: Target creature gains +2/+2 until end of turn. 1/1.					
Deepwood Elder	SC	C	••	••••	MM
Discard a card: X target lands becomes forests until end of turn. 2/2.					
Deepwood Tantor	SC	C	••	••••	MM
Whenever Tantor becomes blocked, you gain 2 life. 2/4.					

NAME	WIND	CR	PR	COST	SETS</
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MAGIC

The Gathering

Players Guide

put into a graveyard, put a 1/1 green Saproling token into play for each of those fungus creatures. When Sporegnosis leaves play, remove all fungus creatures from all creatures.

Spreading Algae EL U • • • • • UZ
Play only on a swamp. When enchanted land becomes tapped, destroy that land. When Algae is put into a graveyard from play, return it to owner's hand.

Squal SC R • • • • • MM
Deals 2 damage to each creature with flying.

Squallmonager SC U • • • • • MM
• Deals 1 damage to each creature with flying and each player. Any player may use this ability 3/3.

Squirrel Wrangler SC R • • • • • PY
• Sacrifice a land. Put two 1/1 green Squirrel creature tokens into play. • Sacrifice a land. All Squirrels get +1/+1 until end of turn 2/2.

Stalking Tiger SC C • • • • • MG, BH
Cannot be blocked by more than one creature 3/3.

Stamina EC U • • • • • MM
Attacking does not cause enchanted creature to tap. Sacrifices Regenerate enchanted creature.

Stampede INS R • • • • • IA, 5th
All attacking creatures get trample and +1/+0 until end of turn.

Stampede Driver SC U • • • • • NE
• Discard a card from your hand. Creatures you control get +1/+1 and gain trample until end of turn.

Stampeding Wildsheep SC U • • • • • VS
Trample. During your upkeep, return a green creature you control to owner's hand 5/4.

Storm Front EN U • • • • • TM
Tap target creature with flying.

Storm Seeker INS U • • • • • LG, CH
Do 1 damage to opponent for every card he has in hand.

Stream of Life SC R • • • • • Basic
Target player gains X life.

Striped Bears SC C • • • • • WL
When Striped Bears comes into play, draw a card 2/2.

Stunted Growth SC R • • • • • LG, 5th
Target player must put 3 cards from his hand on top of his library.

Subdue INS C • • • • • LG
Target creature deals 0 damage and gets +0/+X, where X is its casting cost.

Summer Bloom SC R • • • • • VS, BH
You may play up to three additional lands this turn.

Superior Numbers SC R • • • • • MG
Deal 1 target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.

Survival of the Fittest EN R • • • • • EX
• Discard a creature card. Search your library for a creature card. Reveal that card to all players and put it into your hand.

Sustenance SC U • • • • • MM
• Sacrifice a land. Target creature gains +1/+1 until end of turn.

Sylvan Pieraphant SC U • • • • • WL
If Pieraphant is put into a graveyard from play, remove it from the game, then return a creature from your graveyard to your hand 1/2.

Sylvan Library EN R • • • • • LG, 5th
You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.

Sylvan Parade INS U • • • • • LG
Change the color of one or more creatures to green until end of turn.

Symbiosis INS C • • • • • UZ
Two target creatures each get +2/+2 until end of turn.

Tarpan SC U • • • • • UZ, 5th
You gain 1 life if Tarpan goes to the graveyard from play 1/1.

Taste of Paradise SC R • • • • • AI
Gain 3 life. Gain 3 life for each • you pay over the casting cost.

Taunting Elf SC C • • • • • UD
All creatures able to block Taunting Elf do so 0/1.

Templeling Lich SC U • • • • • SH
• Lind becomes a creature enchantment that reads "All creatures able to block enchanted creature do so." Move Lich onto target creature. You may pay • to and this effect 2/2.

Thalid SC C • • • • • FE
Put a counter on Thalid during upkeep. Remove three counters to put a 1/1 green Saproling token into play. Sacrifice a Saproling, +1/+4 until end of turn 2/2.

Thalid Devourer SC U • • • • • FE
Put a counter on Devourer during upkeep. Remove three counters to put a 1/1 green Saproling token into play. Sacrifice a Saproling, +1/+4 until end of turn 2/2.

Thelon's Chant EN U • • • • • FE
Do 3 damage to any player who puts a Swamp into play without putting a -1/-1 counter on a creature he plays 1/1.

Thelon's Curse EN R • • • • • FE
Blue creatures do not untap. During upkeep, a blue creature's controller may pay • to untap one and only one creature.

Thelonia Druid SC U • • • • • FE
• • • Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn 1/1.

Thelonia Monk SC R • • • • • FE
• Sacrifice a green creature to turn a land into a basic forest 1/2.

Thermokarst SC R • • • • • UZ
Destroy target land. You gain 1 life if that land is snow-covered.

Thicket Basilisk SC U • • • • • Basic
Any non-wall creature blocking or blocked by Basilisk is destroyed at end of combat 2/4.

Thorn Elemental SC R • • • • • UD
Thorn Elemental may deal combat damage to defending player as though it weren't blocked 7/7.

Thorn Thallid SC C • • • • • FE
During your upkeep, put a counter on Thorn Thallid. Remove three counters to have it deal 1 damage to any target 2/2.

Thoughtbitch EN U • • • • • IA
Gain 1 life whenever target opponent taps an island.

Thresher Beast SC C • • • • • PY
Whenever Thresher Beast becomes blocked, defending player sacrifices a land 4/4.

Thud SC R • • • • • PY
Put a +1/+1 counter on each of X target creatures.

Tiger Claws EC C • • • • • MM
You may play Claws any time you could play an instant. Enchanted creatures gain +1/+1 and has trample.

NAME	TYPE	CM	EN	PM	CC	ST	SET
Timber Wolves	SC	R	•	•	•	•	LJL, 4th
Tinder Wolf	SC	C	•	•	•	•	IA
Titan's Blessing	SC	U	•	•	•	•	UZ
Titan's Chosen	SC	U	•	•	•	•	UZ
Titan's Song	EN	U	•	•	•	•	AQR, 4th, 5th
Tornado	CU	2	•	•	•	•	AI
Touch of Vitae	INS	U	•	•	•	•	IA
Tracker	SC	R	•	•	•	•	DK



remove some of your opponent's toughest creatures. Then, use the Merfolk to target itself. Replay it and start all over again.

• • • • • Do damage in power to target creature. Target creature does damage equal to its power to trapper 2/2.

Trailblazer INS R • • • • • IA
Target creature can't be blocked this turn.

Trained Armadon SC C • • • • • TM, BH
3/3.

Tranquil Domain INS C • • • • • MG
Destroy all global enchantments.

Tranquil Grove EN R • • • • • WL, 5th
• • • Destroy all other enchantments.

Tranquility SC R • • • • • Basic, TM, MM
Destroy all enchantments.

Treefolk Nyctus SC C • • • • • UZ
Whenever a creature blocks or is blocked by Treefolk Mystic, destroy all enchantments on that creature 2/4.

Treefolk Seedlings SC U • • • • • UZ
Seedlings has toughness equal to the number of forests you control 2/.

Treefolk Trappers EC C • • • • • NE
Enchanted creatures gets +1/+1 and may be blocked only by creatures with flying.

Travelling Rangers SC C • • • • • UZ
Rangers cannot be blocked except by creatures with flying 2/2.

Tropical Storm SC R • • • • • MG
Do X damage to all flying creatures and 1 damage to all blue creatures.

Trumpeting Armadon SC U • • • • • MM
• • • Target creature blocks Armadon this turn if able 3/3.

Tsunami SC R • • • • • UZ, 4th, 5th
Destroy all islands in play.

Typhoon SC R • • • • • LG
Do 1 damage to opponent for each island he controls.

Ukai's Curse SC C • • • • • WL
0/4.

Ukai's Foe SC C • • • • • UZ
Flying. • • • Sacrifice. Destroy target artifact 1/1.

Ukai's Grasp SC U • • • • • VS, BH
When Ukai's Grasp comes into play, destroy target artifact 2/2.

Ukai's Wildcards SC R • • • • • MG, BH
"is number of forests you control." • Sacrifice a forest. Regenerate 1/.

Unguarded INS C • • • • • AI
No creatures deal damage in combat this turn. If you pay • in addition to casting cost, Undergrowth doesn't affect red creatures.

Unseen Walker SC U • • • • • MG, BH
Forestwalk. • • • Target creature gains forestwalk until end of turn 1/1.

Untamed Wilds SC R • • • • • LG, 4th, 5th, 5th
Search your library for one basic land and put it in play.

Unruly Sea Slugs SC R • • • • • MG
Unruly Sea Slugs deal 2 damage to target creature or player.

Venom EC C • • • • • UZ, 4th, 5th
All non-wall creatures in combat with enchanted creature are destroyed after combat.

Venomous Beak INS U • • • • • IA, MM
At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.

Venomous Dragonfly SC C • • • • • MM
Flying. Whenever Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat 1/1.

Venomous Fangs EC C • • • • • UZ
Whenever enchanted creature successfully deals damage to a creature, destroy that creature.

Venerable Field EL U • • • • • PY
Enchanted land has "Target creature gets +1/+1 until end of turn."

NAME	TYPE	CM	EN	PM	CC	ST	SET
Venerable Field	EL	U	•	•	•	•	TM
Venerable Touch	SC	R	•	•	•	•	SH
Verdigris	INS	U	•	•	•	•	TM
Verduran Enchantment	SC	R	•	•	•	•	Basic
Vernal Bloom	EN	R	•	•	•	•	UZ
Vernal Equinox	EN	R	•	•	•	•	MM
Venerable Explorer	SC	U	•	•	•	•	WL
Village Elder	SC	C	•	•	•	•	MG



With cowardice in play, Jolting Merfolk can get itself. Replay it and start all over again.

Vine Dryad SC R • • • • • MM
Forestwalk. You may play Dryad any time you could play an instant. You may remove a green card from your hand from the game instead of paying Dryad's cost 1/3.

Vine Trellis SC C • • • • • MM
Add • to your pool 0/4.

Vintara Elephant SC C • • • • • PY
Trample. • • • Vintara Elephant loses trample until end of turn.

Vintara Snapper SC U • • • • • PY
Any player may play this ability 4/3.

Vitalize INS C • • • • • WL, 5th
As long as you control no untapped lands, Vintara Snapper can't be the target of spells or abilities 2/2.

Vitalize INS C • • • • • WL, 5th
Unset all creatures you control.

Vitalizing Wind INS R • • • • • MG, BH
Creatures you control get +7/+7 until end of turn.

Veil of the Woods SC R • • • • • MG, BH
Each player puts a 1/1 green Cat token into play for each of his untapped forests.

Wall of Blossoms SC U • • • • • SH
When Wall of Blossoms comes into play, draw a card 0/4.

Wall of Brambles SC U • • • • • UZ, 4th, 5th
Regenerates 2/3.

Wall of Ice SC C • • • • • UZ, 4th
0/7.

Wall of Pine Needles SC U • • • • • IA
Regenerates 3/3.

Wall of Roots SC C • • • • • MG
Put a -0/-1 counter on Wall of Roots. Add • to your mana pool. Use this ability only once each turn 0/5.

Wall of Vines SC C • • • • • UZ, 4th
0/7.

Wanderlust EC U • • • • • UZ, 4th, 5th
Do 1 damage to enchanted creature's controller during upkeep.

War Dance EN U • • • • • UZ
During your upkeep, you may put a counter on Dance. Sacrifice target creature gets +X/+X until end of turn, where X is the number of counters.

War Mammoth SC C • • • • • UZ, 4th, 5th
Trample 3/3.

Warthog SC C • • • • • UZ, 5th
Swampwalk 3/2.

Weatherseed Elf SC C • • • • • UZ
Target creature gains forestwalk until end of turn 1/1.

Weatherseed Treelock SC R • • • • • UZ
Trample. When Weatherseed Treelock is put into a graveyard from play, return Weatherseed Treelock to owner's hand 5/3.

Web EC R • • • • • UZ, 4th
Target creature gains +0/+2 and may block flying creatures.

White Wolf SC C • • • • • AI
Can block flying creatures. You may choose not to untap White Wolf during untap step. Tap target flying creature blocked by White Wolf. Creature does not untap as normal as long as White Wolf remains tapped 1/4.

Whisperer SC U • • • • • DK
Target may not regenerate or be a target of damage preventing effects if target goes to graveyard, remove it from the game 1/1.

Whirling Dervish SC U • • • • • LG, 4th, 5th
Protection from black. Gains +1/+1 if it damages opponent 1/1.

Whirlwind SC R • • • • • UZ
Destroy all creatures with flying.

Whitewall INS U • • • • • IA
All flying creatures lose flying until end of turn if Whitewall is in

NAME	TYPE	CM	EN	PM	CC	ST	SET
Willow Forge	SC	R	•	•	•	•	TM
Willow Foe	SC	C	•	•	•	•	HL
Willow Priest	SC	R	•	•	•	•	HL
Willow Satyr	SC	R	•	•	•	•	LG
Wind Shear	INS	U	•	•	•	•	VS
Winding Wurm	SC	C	•	•	•	•	UZ
Wing Scarer	SC	U	•	•	•	•	UZ
Wing Storm	SC	U	•	•	•	•	PY
Winter Blast	SC	U	•	•	•	•	LG, 4th, 5th
Winter's Grasp	SC	U	•	•	•	•	TM
Wolvenpack	SC	C	•	•	•	•	LG, 5th
Wood Elemental	SC	R	•	•	•	•	LG
Wood Elves	SC	C	•	•	•	•	EX
Woodripper	SC	U	•	•	•	•	NE
Woolly Mammoth	SC	C	•	•	•	•	IA
Woolly Spider	SC	C	•	•	•	•	IA
Worshipful Teller	INS	U	•	•	•	•	MG, BH
Wormwood Treelock	SC	R	•	•	•	•	DK
Wyld Wolf	SC	R	•	•	•	•	AN, 5th, 6th
Yavimaya Accusers	SC	R	•	•	•	•	AI
Yavimaya Anks	SC	U	•	•	•	•	AI
Yavimaya Elder	SC	C	•	•	•	•	UD
Yavimaya Heals	SC	U	•	•	•	•	2A
Yavimaya Granger	SC	U	•	•	•	•	UZ
Yavimaya Scales	SC	U	•	•	•	•	UZ
Yavimaya Scorn	SC	U	•	•	•	•	UZ
Yavimaya Warm	SC	C	•	•	•	•	UZ

Willow Forge SC R • • • • • TM
Target creature gets +1/+1 until end of turn. Target creature gets an additional +4/+4 until end of turn unless any player pays 3/4.

Willow Foe SC C • • • • • HL
Take a Faerie from your hand and put it directly into play. Target green creature gains protection from black until the end of turn 2/2.

Willow Priest SC R • • • • • HL
Gain control of target legend. Loss of control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped 1/1.

Wind Shear INS U • • • • • VS
All attacking flying creatures get -2/-2 and lose flying until end of turn.

Winding Wurm SC C • • • • • UZ
0/6.

Wing Scarer SC R • • • • • UZ
Destroy target creature with flying.

Wing Storm SC U • • • • • PY
Wing Storm deals X damage to each player, where X is twice the number of creatures with flying that player controls.

Winter Blast SC U • • • • • LG, 4th, 5th
Tap X target creatures. Deal 2 damage to each target flying creature.

Winter's Grasp SC U • • • • • TM
Destroy target land.

Wolvenpack SC C • • • • • LG, 5th
Rampage 2 2/4.

Wood Elemental SC R • • • • • LG
Sacrifice untapped forests when casting Wood Elemental 1/.

Wood Elves SC C • • • • • EX
When Wood Elves comes into play, search your library for a forest card and put that forest into play 1/1.

Woodripper SC U • • • • • NE
Fading 3. Remove a fade counter from Woodripper. Destroy target artifact 4/6.

Woolly Mammoth SC C • • • • • IA
Gain trample if you control any snow-covered lands 3/2.

Woolly Spider SC C • • • • • IA
Can block flying creatures. Spider gets +0/+2 until end of turn if it blocks a flying creature 2/3.

Worshipful Teller INS U • • • • • MG, BH
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top.

Wormwood Treelock SC R • • • • • DK
Forestwalk until end of turn and you take 2 damage 4/4.

Wyld Wolf SC R • • • • • AN, 5th, 6th
Target creature gets +1/+1.

Yavimaya Accusers SC R • • • • • AI
Target creature gets +1/+1 until end of turn 2/2.

Yavimaya Anks SC U • • • • • AI
Trample 0/4. Haste 5/1.

Yavimaya Elder SC C • • • • • UD
When Elder is put into a graveyard from play, you may search your library for up to two basic lands, reveal them, and put them into your hand. • Sacrifice. Draw a card 2/1.

Yavimaya Heals SC U • • • • • 2A
Enchantment gets +1/+1 for each enchantment in play 2/2.

Yavimaya Granger SC U • • • • • UZ
Flying. Regenerate 0/1.

Yavimaya Scales SC U • • • • • UZ
Echo. When Granger comes into play, you may search your library for a basic land and put that land into play tapped 2/2.

Yavimaya Scorn SC U • • • • • UZ
Protection from artifacts 4/4.

Yavimaya Warm SC C • • • • • UZ
Trample 6/4

NAME	WIND	CH	PR	COST	SETS
Ambush	INS	C	**	●●●	HL
All blocking creatures get first strike					
Ambush Party	SC	C	**	●●●	HL5th
First strike. Haste 3/1					
Amok	EN	R	**	●●●	SH
Discard a card at random. Put a +1/+1 counter on target creature					
An-Zerrin Ruins	EN	R	**	●●●	HL
A creature type of your choice does not untap during untap step					
Anahele	SC	C	**	●●●	HL
Target Mountain gets +1/+1 until end of turn 1/1					
Anahele Bodyguard	SC	C	**	●●●	HL5th
First strike 2/3					
Anahele Shaman	SC	C	**	●●●	HL5th
Deals 1 damage to target creature or player 2/2					
Anahele Spirit Grader	SC	C	**	●●●	HL
All mountains get +1/+0 1/3					
Anarchist	EN	R	**	●●●	EX
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand 2/2					
Anarchy	SUR	U	***	●●●	IA
Destroy all white permanents					
Ancient Runes	EN	U	**	●●●	TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls					
Ancient Hydra	SC	U	***	●●●	NE
Fading 5 ●●● Remove a fade counter from Ancient Hydra. Ancient Hydra deals 1 damage to target creature or player 3/1					
Antagonism	EN	R	**	●●●	U2
During each player's discard phase, Antagonism deals 2 damage to that player unless one of his opponents was successfully dealt damage that turn					
Apocalypse	SUR	R	**	●●●	TM
Remove all permanents from the game. Destroy your hand 3/1					
Arc Lightning	SC	U	***	●●●	NE
Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players					
Arc Mage	SC	U	***	●●●	NE
Discard a card from your hand. Deals 2 damage divided among any number of target creatures and/or players 2/2					
Armorer Guildmage	SC	C	**	●●●	MG
Target creature gets +1/+0 ●●● Target gets -0/+1 1/1					
Arms Dealer	SC	C	**	●●●	MM
Sacrifice a Goblin. Deals 4 damage to target creature 1/1					
Artifact Blast	SC	C	**	●●●	AQ
Counter an artifact as if it is being cast					
Atop	SC	C	**	●●●	AQ5th
Sacrifice an artifact +2/+2 1/2					
Availanche	SC	U	***	●●●	IA
Destroy a snow covered lands					
Avaleche Riders	SC	U	***	●●●	U2
Echo Haste. When Riders comes into play, destroy target land 2/2					
Avatar of Fury	SC	R	**	●●●	PY
Flying. If an opponent controls seven or more lands, Avatar of Fury costs ●●● less to play ●●● Avatar of Fury gets +1/+0 until end of turn 6/6					
Backdraft	INS	U	***	●●●	LG
Backdraft deals half the damage (round down) done by one creature to its caster					
Bakrivian Barbarians	SC	C	**	●●●	IA5th
3/2					
Baldovian Horde	SC	R	**	●●●	AL6th
When Horde enters play, randomly discard a card or bury Horde 5/5					
Baldovian Hydra	SC	R	**	●●●	IA
Put +1/+0 counters on Hydra when it comes into play. Remove a +1/+0 counter. Prevent 1 damage to Hydra ●●● Put a +1/+0 counter on Hydra during your upkeep 0/1					
Baldovian War-Makers	SC	R	**	●●●	AI
Damage 1 Haste 3/3					
Bali Lightning	SC	C	**	●●●	DK4th5th
Trample Haste. Bury Bali Lightning at end of turn 6/1					
Barbarian Guides	SC	C	**	●●●	AI
Give target creature snow-covered landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn 1/2					
Barbed Field	LAN	U	***	●●●	PY
Enchanted land has ●●● This land deals 1 damage to target creature or player					
Barbed Silver	SC	U	***	●●●	TM
Each Silver gains ●●● +1/+0 until end of turn 2/2					
Barreling Attack	INS	R	**	●●●	MG
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it					
Battle Frenzy	SC	C	**	●●●	IA
All your creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn					
Battle Rampart	SC	C	**	●●●	MM
Target creature gains haste until end of turn 1/3					
Battle Squadron	SC	R	**	●●●	MM
Each Squadron's power and toughness are each equal to the number of creatures you control 7/7					
Beasts of Bogardan	SC	U	***	●●●	LG
Protection from red Gets +1/+1 if opponent controls white cards 3/3					
Bedlam	EN	R	**	●●●	U2
Creatures cannot block					
Bestial Fury	EC	C	**	●●●	AI
If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Cantrip					
Betrotted of Fire	EC	C	**	●●●	WL
Sacrifice 2 untapped creature. Enchanted creature gets +2/+0 until end of turn. Sacrifice enchanted creature. All creatures you control get +2/+0 until end of turn					
Bird Mand	SC	C	**	●●●	AN4th5th
Flying 1/2					
Blister Mage	SC	C	**	●●●	MM
Discard a card. Destroy target wall 2/2					
Blistering	INS	U	***	●●●	5th6th
Deals 5 damage to target creature or player					
Blazing Effigy	SC	C	**	●●●	LG
When placed in the graveyard from play, Effigy deals 3 damage to target creature. If it was destroyed by another Effigy, it also does double the damage done to that Effigy 0/3					
Blind Fury	SC	C	**	●●●	MG
All creatures lose trample until end of turn. Double all combat damage assigned to creatures that turn					
Blistering Barrier	SC	C	**	●●●	MG
Counts as a wall 5/2					
Blood Frenzy	INS	C	**	●●●	TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature					
Blood Hound	SC	R	**	●●●	MM
Whenever you take damage, you may put that many +1/+1 counters on Hound. At end of turn, remove all counters from Hound 1/1					
Blood Lust	SC	C	**	●●●	LG4th5th
Target creature gets +4/+4. Its toughness cannot go below 1					
Blood Oath	SC	C	**	●●●	A
Choose a card type. Target opponent reveals his hand. Deal damage					

NAME	WIND	CH	PR	COST	SETS
Blood Moon	EN	R	**	●●●	DK
3 damage to that player for each card in the chosen type revealed. Trust all non-basic lands as basic mountains					
Bloodthirst Cyclops	SC	C	**	●●●	WL
Bloodthirst Cyclops attacks each turn if able 3/3					
Bloodthirst Cyclops	SC	R	**	●●●	U2
Sacrifice a creature. Cyclops deals X damage to target creature or player, where X is the sacrificed creature's power 4/4					
Bogardan Firebrand	SC	C	**	●●●	WL
If Firebrand is put into any graveyard from play, it deals 2 damage to target creature 2/1					
Bogardan Phoenix	SC	R	**	●●●	VS
Twice If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it. If Phoenix is put into any graveyard and has a counter on it, it remains in the game 3/3					
Bolt	INS	J	***	●●●	TM5th
Destroy all islands					
Bolting Blood	INS	C	**	●●●	WL
Target creature attacks this turn if able. Draw a card					
Bola Warrior	SC	C	**	●●●	NE
Discard a card from your hand. Target creature can't block this turn 1/1					
Bone Shaman	SC	C	**	●●●	IA
Creatures damaged by Bone Shaman this turn can't regenerate 3/3					
Brand	INS	R	**	●●●	L7
Gain control of all permanents you own. Destroy 3/3					
Brand of Ul'Om	EC	R	**	●●●	IA
Ul'Om creatures a controller may not cast summon spells 0/1					
Branded Brawlers	SC	C	**	●●●	PY
Branded Brawlers can't attack if defending player controls an untapped land. Branded Brawlers can't block if you control an untapped land 2/2					
Brassclaw Ursus	SC	C	**	●●●	FE5th
Can't be assigned to block creatures of power greater than 3 3/2					
Bravado	SC	C	**	●●●	U2
Enchanted creature gets +1/+1 for each other creature you control					
Brawl	INS	R	**	●●●	MM
Until end of turn, all creatures gain ●●● This creature deals					

damage equal to its power to target creature					
Breath of Fire	SC	C	**	●●●	DK4th5th
Do 1 damage to any target and 1 damage to you 2/2					
Brutal Suppression	EN	U	***	●●●	PY
Activated abilities on Rebel cards cost an additional "Sacrifice a land" to play					
Bruze, The	EC	C	**	●●●	LG4th5th
Target creature gains +1/+0 ●●● Regenerates					
Burgle's Bane	SC	R	**	●●●	MG
Destroy X target artifacts, for each artifact put into the graveyard in this way, Bane deals 1 damage to that artifact's controller					
Burkward	EN	R	**	●●●	U2
During your upkeep, Burkward deals 1 damage to target opponent for each card in your hand greater than the number of cards in that player's hand					
Burning Palm Erellet	SC	U	***	●●●	MG
Do 2 damage to a flying creature, it loses flying for this turn 2/2					
Burning Shield Askari	SC	C	**	●●●	MG
Flanking ●●● First strike until end of turn 2/2					
Burnout	INS	U	***	●●●	AI
Counter target blue spell. Cantrip					
Burrowing	EC	U	***	●●●	LUR4th5th
Target creature gains mountainwalk					
Canyon Drake	SC	R	**	●●●	TM
Flying ●●● Discard a card at random. Drake gets +2/+0 until end of turn 2/2					
Canyon Wildcat	SC	C	**	●●●	TM
Mountainwalk 2/1					
Cave People	SC	U	***	●●●	DK4th5th
Gains +1/+2 when attacking ●●● Give target creature mountainwalk until end of turn 1/4					
Cave Senses	EC	C	**	●●●	MM
Enchanted creatures gain +1/+1 and has mountainwalk					
Cave-In	SC	R	**	●●●	MM
You may remove a red card in your hand from the game instead of paying Cave-In's mana cost. Cave-In deals 2 damage to each creature and each player					
Cavern Crawler	SC	C	**	●●●	U2
Gains +1/+1 until end of turn 0/2					
Caverns of Despair	EC	C	**	●●●	LG
No player may attack or block with more than two creatures					
Carapace Guard	SC	C	**	●●●	MM
When Guard attacks or blocks, destroy it at end of combat 3/4					
Chain Lightning	SUR	C	**	●●●	LG
Deals 3 damage to target creature or player. Each time the target's controller may pay					
Chandler	SC	C	**	●●●	A
Discard a card. Destroy target artifact creature 3/3					
Chaos Charm	INS	C	**	●●●	MG
Target creature gains haste until end of turn or Chaos Charm deals 1 damage to creature, or destroy target wall 2/2					
Chaos Harlequin	SC	R	**	●●●	A
Remove top card of your library from game. If it's a land,					

mana equal gets 4x0 until end of turn otherwise Harlequin gets +2/+2 2/4					
Chaos Lord	SC	R	**	●●●	IA
First strike. Chaos Lord has haste, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord 7/7					
Chaos Moon	EN	R	**	●●●	IA
If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional ●●● If it's even, all red creatures get -1/-1 and all mountains produce no mana					
Chaoscape	INS	R	**	●●●	LUR4th
Changes the color of a card being played or a player to red					
Chaosphores	EW	R	**	●●●	MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying					
Chaotic Gaze	SC	U	***	●●●	TM
Comes into play with three +1/+1 counters on it. During your upkeep you may flip a coin. If you win the flip, add a +1/+1 counter to Gaze. Otherwise, remove a +1/+1 counter from Gaze 0/0					
Clouds	INS	U	***	●●●	MG
Destroy target creature. If the creature is white, Cloud deals to that creature's controller damage equal to the creature's power					
Cloudcrawler	SC	C	**	●●●	EX
Crawler gets +1/+0 until turn ends. Play only if Crawler is blocked 1/2					
Cinder Elemental	SC	U	***	●●●	MM
Sacrifice. Deals X damage to target creature or player 2/2					
Cinder Bell	SC	U	***	●●●	WL
During upkeep, Giant deals 2 damage to each creature you control 5/3					
Cinder Sear	SC	U	***	●●●	UD
Reveal any number of red cards in your hand. Cinder Sear deals X damage to target creature or player, where X is the number revealed 1/1					
Cinder Wall	SC	C	**	●●●	WL
If Cinder Wall blocks, destroy it at end of combat 3/3					
Citadel of Pain	EN	U	***	●●●	PY
At the end of each player's turn, Citadel deals X damage to that player, where X is the number of untapped lands he or she controls					
Close Quarters	EN	U	***	●●●	MM

I have a Thran Quarry and a Treetop Village in play, but no other creatures. Can I activate the Treetop Village each turn to keep the Quarry alive?

Yes. Simply respond to each Quarry end-of-turn ability by activating the Village. The Village will revert to a land afterwards, but the Quarry will be safe for the turn.

Whenever a creature you control becomes blocked, Quarters deals 1 damage to target creature or player					
Color Vexing	SC	C	**	●●●	U2
Mountainwalk ●●● +1/+0 until end of turn 1/1					
Cone of Flame	SUR	U	***	●●●	WL
Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first 2 creatures to the second, and 3 damage to the third					
Conquest	EL	U	***	●●●	JA5th6th
Take control of target land					
Consuming Ferocity	EC	U	***	●●●	MG
Play on a non-wall creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if creature has 3 or less counters, bury the creature and it deals to its controller an amount of damage equal to its power					
Convulsing Lizard	SC	U	***	●●●	SH
Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Lizard onto target creature. You may pay ●●● to end this effect 2/2					
Covetous Dragon	SC	R	**	●●●	U5
Flying. When you control no artifacts, sacrifice Dragon 6/5					
Crag Saurian	SC	R	**	●●●	MM
Whenever Saurian is dealt damage, the controller of that damage's source gains control of Saurian 4/4					
Crash	INS	C	**	●●●	DK
You may sacrifice a mountain instead of paying Crash's mana cost. Destroy target artifact					
Crafter Hellion	SC	R	**	●●●	U2
Echo. When Hellion comes into play, it deals 4 damage to each other creature 6/6					
Craven Beast	SC	C	**	●●●	SH
Start cannot block 4/1					
Crawls	EN	U	***	●●●	LG
Creatures with mountainwalk may be blocked					
Crimson Hellkite	SC	R	**	●●●	MG5th
Flying ●●● Deals X damage to target creature. Spend only 6/6					
Crimson Kobolds	SC	C	**	●●●	LG
Crimson Kobolds are red creatures 0/1					
Crimson Mantle	SC	R	**	●●●	LG4th5th
Flying ●●● Deals 1 damage to attacking or blocking creature 2/2					
Crimson Roc	SC	U	***	●●●	MG
If it blocks a non-flying creature, it gets +1/+0 and first strike until end of turn 2/2					
Crookshank Kobolds	SC	C	**	●●●	LG
Crookshank Kobolds are red creatures 0/1					
Crown of Flames	EC	C	**	●●●	TM
Enchanted creature gets +1/+0 until end of turn ●●● Return Crown of Flames to owner's hand					
Curse of Marit Lage	EN	R	**	●●●	U2
Tap all lands owned when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap step					

NAME	WIND	CH	PR	COST	SETS
Deadshot	SUR	R	**	●●●	TM
Tap target creature. It deals damage equal to its power to another target creature.					
Death Spark	INS	U	**	●●●	AI
Deals 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay $\frac{1}{2}$ to pick up Spark.					
Defender of Chaos	SC	C	***	●●●	U1
Protection from white. You may play Defender as an instant. 2/1.					
Desert Nomads	SC	C	**	●●●	AN
Desertwalk. Immune to damage from Deserts. 2/2.					
Desperate Gambit	INS	U	**	●●●	WL
Play a card from your winch deck to deal damage from a source you control. Otherwise, prevent all damage dealt from that source.					
Destructive Urge	EC	U	**	●●●	U2
Whenever enchanted creature successfully deals combat damage to a player, that player sacrifices a land.					
Devastate	SUR	R	***	●●●	AQ,4th,5th
Destroy target artifact and $\frac{1}{2}$ damage dealt X damage to controller. X is the casting cost of the artifact.					
Devastator	SUR	C	**	●●●	P1
Destroy target land. Devastator deals 1 damage to each creature and each player.					
Dharmamurmur	INS	R	**	●●●	LG
Unzap target attacking creature and gain control of it until end of turn.					
Disaster Striker	SUR	R	***	●●●	LUR,4th,5th
Destroy target creature. Deal 1 damage to target creature or player. If target is a creature, deal X damage to target, remove it from the game.					
Disorder	SUR	U	**	●●●	U2
Disorder deals 2 damage to each white creature and each player who controls a white creature.					
Dizzy Day	SC	C	**	●●●	EX
Play only on a creature you control. Enchanted creature deals 1 damage to target creature with flying.					
Downhill Charge	INS	C	**	●●●	NE
You may sacrifice a mountain instead of paying Downhill Charge's mana cost. Target creature gets $+1/+1$ until end of turn. If there is X the number of mountains you control, it gets $+X/+X$.					
Dragon Whelp	SUR	C	**	●●●	LUR,4th
Flying. $+1/+1$, if more than $\frac{1}{2}$ of your spirit this turn in one turn. Dragon Whelp is destroyed at end of turn. 2/3.					
Dromosaur	SC	C	**	●●●	U2
Whenever Dromosaur blocks or becomes blocked, it gets $+2/+2$ until end of turn. 2/3.					
Duct Draw	SC	C	**	●●●	SH
$\frac{1}{2}$ Target creature cannot block. Duct Drawer this turn. 1/1.					
Dwarven Armorer	SC	R	**	●●●	FE
$\frac{1}{2}$ Discard a card from your hand. Put a $+0/+1$ or a $+1/+0$ counter on target creature. 2/2.					
Dwarven Artisan	SC	C	**	●●●	IA
Control a land. Play $+2/+2$ counter on a creature. You may only use this ability during your upkeep.					
Dwarven Berserker	SC	C	**	●●●	WL
If Berserker is blocked, it gets $+3/+0$ and gains trample until end of turn. 1/1.					
Dwarven Catastroph	INS	U	**	●●●	FE,5th
Deal 1 damage to creature, divided evenly among all of opponent's creatures.					
Dwarven Demolition Team	SC	U	**	●●●	LIU
Destroy target wall. 1/1.					
Dwarven Lieutenant	SC	C	**	●●●	FE
$\frac{1}{2}$ Give target Dwarf $+1/+1$ until end of turn. 1/2.					
Dwarven Miner	SC	C	**	●●●	MG
Destroy target nonbasic land. 1/2.					
Dwarven Nomad	SC	C	**	●●●	MG
Target creature with power 2 or less is unblockable this turn. 1/1.					
Dwarven Pay	SC	R	**	●●●	U2
Give target Dwarf get nounbackwalk until the end of turn. 1/1.					
Dwarven Sea Clan	SC	U	**	●●●	HL
At the end of combat, do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands. 1/1.					
Dwarven Soldier	SC	C	**	●●●	FE,5th
If Dwarven Soldier blocks or is blocked by an air, it gains $+0/+2$ until end of turn. 2/1.					
Dwarven Song	INS	U	**	●●●	LG
Change the color of any number of target creatures to red until end of turn.					
Dwarven Thaumaturgist	SC	R	***	●●●	WL
Switch the power and toughness of target creature until end of turn. Effects that alter that creature's power after its toughness instead, and vice versa, until end of turn. 1/2.					
Dwarven Trader	SC	C	**	●●●	HL
1/1.					
Dwarven Vigilante	SC	C	**	●●●	VS
If Vigilante attacks and is not blocked, you have 1 deal 1 combat damage. If you do, Vigilante deals damage equal to its power to target creature. 2/2.					
Dwarven Warriors	SC	C	***	●●●	LUR,4th,5th
Target creature of power no greater than 2 becomes unblockable. 1/1.					
Dwarven Weaponsmith	SC	C	**	●●●	AQR
Sacrifice an artifact. Put a $+1/+1$ counter on target creature. 1/1.					
Earth Elemental	SC	U	**	●●●	LUR,4th
Earthbinder	EC	C	**	●●●	LUR
Deal 2 damage to target flying creature. Enchanted creature loses flying.					
Earthquake	SOR	R	**	●●●	Basic
Deals X damage to all players and non-flying creatures in play.					
Evil Cynical	SC	C	***	●●●	U2
You create the you control attacks. Opposs also attacks if able. 3/4.					
Electric Charge	SC	C	**	●●●	U2
Whenever Electric Charge successfully deals combat damage to a defending player, Electric Charge deals equal to its power to each blocking creature. 3/3.					
Elkin Lair	EW	R	**	●●●	VS
During each player's upkeep, that player chooses a random card from their hand and sets it aside face up. The player may play that card as though it were in his hand. If the player doesn't play the card by the end of turn, bury it.					
Emberwilde Djinn	SC	C	**	●●●	MG
Flying. During each player's upkeep, he or she may pay $\frac{1}{2}$ or less to gain control of Emberwilde Djinn. 5/4.					
Enraged Lizard	SC	C	**	●●●	TM
Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature gains haste" instead of a creature. You may pay $\frac{1}{2}$ to end this effect. 1/1.					
Enslaved Scout	SC	C	**	●●●	AI
Mountainwalk until end of turn. 2/2.					
Iron Reinforcements	SC	C	**	●●●	HL
Regenerates. Haste 5/2.					
Ironrrantry	EC	C	**	●●●	IA,5th
Target creature gains $+3/+0$. All other creatures can attack this turn. Flame.					
Jovial Flame	SOR	R	**	●●●	DK
Deal X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.					
Junior Warrior	EC	C	**	●●●	U2

MAGIC

The Gathering

Players Guide

NAME	WIND	EN	PS	CAST	TYPE
Retromancer	SC	C	---	---	TM
Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller 3/3.					
Rhythmic Lightning	INS	C	---	---	PY
Deals 4 damage to target creature or player unless that creature's controller or that player pays 1. If he or she does, Rhythmic Lightning deals 2 damage to the creature or player.					
Ridgeline Rager	SC	C	---	1/2	U
Ridgeline Rager gets +1/+0 until end of turn 1/2.					
Rivory	EN	R	---	---	U
During each player's upkeep, if that player controls more lands than the other, Rivory deals 2 damage to him or her.					
Robber Fly	SC	U	---	---	MM
Flying. Whenever Fly becomes blocked, defending player first attacks his hand, then draws that many cards 1/1.					
Roc Hatchling	INS	C	---	---	WL
When Hatchling comes into play, put four counters on it. During your upkeep, remove a counter from Hatchling. As long as no counters are on it, Hatchling gains +3/+2 and flying 0/1.					
Roc of Khar Ridges	SC	R	---	---	LUR
Flying 3/3.					
Roc Sledge	SC	U	---	---	MM
Mountainwalk 3/3.					
Rock Hydra	SC	R	---	---	LUR
Put X +1/+1 counters on Hydra. Remove a counter for each point of damage Hydra takes unless you spend 1 per counter. 2/2.					
Put a +1/+1 counter on Hydra. Use only during upkeep 0/0.					
Rock Slide	SC	---	---	---	U
Deals X damage, divided any way you choose, among any number of attacking or blocking creatures without flying.					
Rogue Skycaptain	SC	R	---	---	U
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay 1 for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain 3/4.					
Rolling Thunder	SOR	C	---	---	TM
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.					
Ruinblast	SOR	R	---	---	SH
Destroy all nonbasic lands.					
Ruin Egg	SC	C	---	---	EX
If Ruin Egg goes to the graveyard from play, you get a Ruin token, a 4/4 flying red creature, at end of turn 0/3.					
Rumbling Crescendo	EN	R	---	---	U
During your upkeep, you may put a counter on Crescendo. Sacrifice. Destroying up to X target lands, where X is the number of counters.					
Rupture	SOR	U	---	---	NE
Sacrifice a creature. Rupture deals damage equal to that creature's power to each creature without flying and each player.					
Saberhorn Tiger	SC	C	---	---	IA
First strike 1/1.					
Saberhorn Wyerra	SC	U	---	---	EX
Flying first strike 3/2.					
Sandstone Warrior	SC	C	---	---	TM
First strike. Sandstone Warrior gains +1/+0 until end of turn 1/3.					
Sawtooth Ogre	SC	C	---	---	U
If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals 1 damage to that creature at end of combat 3/3.					
Scall	EN	U	---	---	U
Whenever a player taps an island for mana, Scall deals 1 damage to him.					
Scalding Salamander	SC	U	---	---	U
Scalding Salamander deals 1 damage to each creature with only flying defending player controls. Play this ability only if Scalding Salamander is attacking and only once each turn 2/1.					
Scent of Clover	SOR	C	---	---	U
Reveal any number of red cards in your hand. Scent deals X damage to target creature or player, where X is the number of cards revealed.					
Scorchland Earth	SOR	R	---	---	TM
Choose and discard X land cards. Destroy X target lands.					
Scoria Cat	SC	U	---	---	PY
As long as you control no untapped lands, Scoria Cat gets +3/+3 3/3.					
Scoria Worm	SC	R	---	---	U
During your upkeep, flip a coin. If you lose, return Worm to owner's hand 7/7.					
Scrap	INS	C	---	---	U
Destroy target artifact. Cycling.					
Seal of Fire	EN	C	---	---	NE
Sacrifice Seal. Deal 2 damage to target creature or player.					
Seal of Saviors	SC	R	---	---	PY
Shuffle your graveyard. An opponent chooses a card from it at random. If that card is a creature card, put it into play. Otherwise, remove it from the game.					
Seering Spear Asari	SC	C	---	---	MG
Flying. Cannot be blocked by only one creature this turn 2/2.					
Seering Touch	INS	U	---	---	TM
Deals 1 damage to target creature or player.					
Seering Wind	INS	R	---	---	PY
Seering Wind deals 10 damage to target creature or player.					
Sedge Trail	SC	R	---	---	LUR
Regenerates. Gains +1/+1 if you control any swamps 2/2.					
Seething Anger	SOR	C	---	---	SH
Buyback. Target creature gains +3/+0 until end of turn.					
Seismic Assault	EN	R	---	---	EX
Discard a land. Deal 2 damage to target creature or player.					
Seismic Magma	SC	R	---	---	MM
Discard a card. Destroy target land 1/1.					
Shedderstorm	SOR	U	---	---	TM
Shedderstorm deals 2 damage to each creature with shadow.					
Shard Phoenix	SC	R	---	---	SH
Flying. Put Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during upkeep. Sacrifices Phoenix. Deal 2 damage to each creature without flying 2/2.					
Shatter	INS	C	---	---	Basic/ATM
Destroy target artifact.					
Shattering Pulse	INS	C	---	---	EX
Buyback. Destroy target artifact.					

MAGIC FACT Urza and Mishra have been mentioned countless times in Magic lore, but they were never seen together on a card until Retaliator, from Urza's Saga.

NAME	WIND	EN	PS	CAST	TYPE
Shatterstorm	SOR	R	---	---	MG
Buy all artifacts in play.					
Shiv's Embrace	EC	U	---	---	U
Enchanted creature gains +2/+2 and flying. +1/+0 until end of turn.					
Shivan Dragon	SC	R	---	---	LUR/4th
Flying. +1/+0 until end of turn 5/5.					
Shivan Helixite	SC	R	---	---	U
Flying. Deals 1 damage to target creature or player 5/5.					
Shivan Phoenix	SC	R	---	---	JL
Flying. When Phoenix is put into a graveyard from play, return it to owner's hand 3/4.					
Shivan Raptor	SC	U	---	---	U
First strike. Echo. Haste 3/1.					
Shock	SC	C	---	---	SH/6h
Shock deals 2 damage to target creature or player.					
Shock Troops	SC	C	---	---	2/2
Sacrifice. Deals 2 damage to target creature or player 2/2.					
Shockor	SC	C	---	---	TM
If Shockor damages any player, that player discards his hand, then draws a new hand of as many cards as he had before 1/1.					
Shower of Sparks	INS	C	---	---	U
Deals 1 damage to target creature and 1 damage to target player.					
Shrieking Maelstrom	SC	R	---	---	NE
Haste. When Maelstrom comes into play, tap all other creatures 1/1.					
Sirocco	INS	U	---	---	MG
Target player reveals his hand to all players. For each blue instant card that player holds, he pays 4 life or discards that card.					
Sisters of the Flame	SC	R	---	---	DK/4h
Add 1 to your mana pool 2/2.					
Sizzle	SOR	C	---	---	U
Deals 3 damage to each opponent.					
Sluggishness	EC	C	---	---	U
Creature cannot block. When Sluggishness is put into graveyard from play, return Sluggishness to owner's hand 3/4.					
Smoke	EN	R	---	---	LUR/4th/5th
Each player may only upkeep a creature during untap step.					
Smoke Attack	EN	R	---	---	U
Choose a creature card from your hand and put it into play. The creature has haste. At the end of turn, sacrifice the creature.					
Soldier of Fortune	SC	U	---	---	AI
Target player shuffles his library 1/1.					
Soltania	INS	C	---	---	VS
Target player cannot play any land cards this turn. Cantiply.					
Song of Blood	SOR	C	---	---	VS
Put top four cards from your library into graveyard. For each creature card revealed, all creatures that attack this turn get +1/+0 until end of turn.					
Sonic Burst	INS	C	---	---	EX
Discard a card at random. Deals 4 damage to any target.					
Sorcery Salt	SOR	U	---	---	U
Remove target nonbasic land from the game. Search its controller's graveyard, hand and library for all copies of that card and remove them from the game.					
Spellsuck	EN	U	---	---	EX
When a player casts a spell, Spellsuck deals 2 damage to him.					
Spinal Villain	SC	R	---	---	1h
Destroy target blue creature 1/2.					
Spitting Drake	SC	U	---	---	VS/6h
Flying. +1/+0 until end of turn. Use only once per turn 2/2.					
Spitting Earth	SOR	C	---	---	MG/6h
Deals damage to target creature equal to number of mountains you control.					
Spitting Hydra	SC	R	---	---	SH
Hydra comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Hydra. Deal 1 damage to target creature 0/0.					
Spear Grappler	SC	C	---	---	PY
As long as you control no untapped lands, Grappler gets +2/+1 2/1.					
Squeak, Gahlin Hahlin	SL	R	---	---	MM
At the beginning of your upkeep, if Squeak is in your graveyard, you may return Squeak to your hand 1/1.					
Starb's of Rath	SC	R	---	---	U
Destroy target artifact creature. That permanent's controller gains control of Starb's of Rath permanently 2/2.					
Steam Blast	SOR	U	---	---	U
Steam Blast deals 2 damage to each creature and player.					
Stone Giant	SC	U	---	---	LUR/4th/5h
Give one of your creatures with toughness less than Giant's power until end of turn. Target creature is destroyed at end of turn 3/4.					
Stone Rain	SOR	C	---	---	Basic
Destroy target land. Also in IAMZ/TM and MM.					
Stone Spirit	SC	C	---	---	IA/5h
Stone Spirit cannot be blocked by flying creatures 4/3.					
Stonebriar	SC	R	---	---	U
Enchanted creature gains +2/+2. +1/+0 until end of turn.					
Storm Shaman	SC	C	---	---	AI
+1/+0 until end of turn 0/4.					
Storm World	EW	R	---	---	LG
During each player's upkeep, Storm World deals 1 damage to that player or each card in hand below 4.					
Strawblow Gambit	SOR	R	---	---	NE
Each player chooses a card in his hand. Then each player reveals his chosen card. The owner of the creature card revealed this way with the lowest converted mana cost puts that card into play. If two or more creature cards are tied for lowest cost, those cards are put into play.					
Stun	INS	C	---	---	TM
Target creature cannot block this turn. Draw a card.					
Subterranean Spirit	SC	R	---	---	MG
Protection from red. Deal 1 damage to each non-flying creature 3/3.					
Sudden Impact	INS	U	---	---	TM
Deals 1 damage to target player for each card in his hand.					
Sulfuric Vapors	EN	C	---	---	U
All red spells deal an additional point of damage.					
Swarm of Locusts	SC	C	---	---	VS
Flying. Haste 2/2.					
Talpastry's Rage	EC	U	---	---	TM
If enchanted creature is attacking, it gains +3/+0. Otherwise, it gets -2/-1.					
Talrump Champion	SC	R	---	---	U
First strike. Whenever Champion blocks or is blocked by any creature, that creature loses first strike until end of turn 3/3.					
Talrump Minotaur	SC	C	---	---	MG/6h
Flying 3/3.					
Talrump Piper	SC	U	---	---	VS
All creatures with flying that are able to block Piper do so 3/3.					
Task Mage Assembly	EN	R	---	---	PY
When there are no creatures in play, sacrifice Assembly. Assembly deals 1 damage to target creature. Any player may play this ability, but only any time he or she could play a sorcery.					
Technic Break	SOR	R	---	---	MM
Each player sacrifices X lands 3/3.					
Tein-Tur	SL	R	---	---	MG

NAME	WIND	EN	PS	CAST	TYPE
Ranking, If Talm-Tur attacks, all attacking flankers get +1/+1 2/2.					
Teller-Tur's Edict	INS	R	--	●●●●	MG
Remove from the game target permanent you own or control. Cantiply.					
Tempest Effect	SC	R	--	●●●●●	LG/4h
Sacrifice. Pick a card randomly from opponent's hand and place it in your hand, buying Effect in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game 3/3.					
Territorial Dispute	EN	R	--	●●●●	MM
Players can't play lands. At the beginning of your upkeep, sacrifice Dispute unless you sacrifice a land.					
Thieves' Auction	SOR	R	--	●●●●●	MM
Take aside all permanents. You choose one of those cards and put it into play tapped under your control. Then your opponent chooses one and puts it into play tapped under his control. Repeat this process until all cards set aside this way have been chosen.					
Thunderbolt	INS	C	---	●●●●	WL
Deal 3 damage to target player or 4 damage to target flying creature.					
Thundering	MS	C	---	●●●●	MM
You may sacrifice a mountain instead of paying Thundering mana cost. Thunderclap deals 3 damage to target creature.					
Thundering Giant	SC	U	---	●●●●●	UL
Haste 4/3.					
Thundermane	SC	R	----	●●●●	WL
Haste. When Thundermane comes into play, tap all other creatures 5/5.					
Teeth and Claw	EN	R	---	●●●●	TM
Sacrifice two creatures. Put a Carnivore token into play. Treat this token as a 3/1 red creature.					
Tor Giant	SC	C	--	●●●●	IA
3/3.					
Torch Song	EN	U	--	●●●●	UZ
During your upkeep, you may put a counter on Song ●●●●. Sacrifice. Song deals X damage to target creature or player where X is the number of counters on Song.					

KILLER CO



⚔️: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead.

The future isn't sacred, but its speaker is.

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up damage; the Negator doesn't. It's a man to crush your opponent with a virtually u

Tornant of Lava	SOR	R	---	●●●●	MG
Deals X damage to each creature without flying. Each creature gains					
+1/+1. Present 1 damage to this creature from Tornant of Lava.					
Total War	EN	R	---	●●●●	IA
When any player attacks, destroy all unpaired low-wind creatures that don't attack. Does not affect creatures that came into play this turn.					
Tremor	SC	C	--	●●●●	WS,Om,MM
Tremor deals 1 damage to each creature without flying.					
Tremor Blast	MS	C	---	●●●●	UL
Attacking creatures gain +2/+0 until end of turn.					
Tunnel	SOR	U	---	●●●●	LUR,4h
Bury target wall.					
Two-headed Dragon	SC	R	----	●●●●	MM
Flying. ⚔️ ●●●● Gains +2/+0 until end of turn. Dragon can't be blocked except by two or more creatures. It may block one additional creature.					
Two-headed Giant of Forth	SC	R	----	●●●●	LU
Trample. May block two creatures in combat. 4/4.					
Uphill Battle	EN	U	---	●●●●	MM
Creatures your opponents play come into play tapped.					
Urchin Trail	SC	U	---	●●●●	LUR,4h
● Regenerates 2/2.					
Varchild's Crusader	SC	C	--	●●●●	AI
Can only be blocked by walls. Bury Crusader at the end of turn 3/2.					
Varchild's War-Wilders	SC	R	--	●●●●	AI
Trample, aquatic. 1 CU Put a silver border token into play under opponent's control. Treat this token as a 1/1 red creature 3/4.					
Variage	MS	U	--	●●●●	IA,8h
Deals 2 damage to target flying creature, which loses flying this turn.					
Veteran Bravurers	SC	R	----	●●●●	PY
Bravurers can't attack if defending player controls an untapped land. Bravurers can't block if you control an untapped land. 4/4.					
Veteran's Wisdom	EN	C	---	●●●●	AI
Play on a creature you control. Tap anchored creature. Target creature gains +2/+1 until end of turn.					
Viaspine Bey	SC	C	--	●●●●	UL
When Bey attacks, all creatures you control attack if able. 4/3.					
Viaspine Cuthroat	SC	U	---	●●●●	UL
Haste. At end of any turn, return Cuthroat to owner's hand. 5/3.					
Viaspine Heraclea	SC	U	---	●●●●	UL
●●●● Destroy target attack. Heraclea deals to that attack's controller damage equal to the artifact's total casting cost. 1/3.					
Viaspine Outrider	SC	C	--	●●●●	UL
Ech 4/3.					
Viaspine Runner	SC	C	--	●●●●	UZ
Trample, aquatic. Can't be blocked by one creature. 3/2.					
Viaspine Sandscout	SC	C	--	●●●●	UL
Haste. At end of any turn turn, return Sandscout to owner's hand.					

NAME KMD CR PR COST SETS

Turn Any player may pay this ability 3/3

Seal of the Claw SC R *** ●●●● MG
 1. If a creature has been destroyed by a dragon card and put into play, that creature has been destroyed. Remove the creature from the game at the end of any turn 3/4.

Abbey Gargoyles SC U *** ●●●● HL5th
 Flying. Protection from red. 3/4

Abbey Matriarch SC R *** ●●●● HL
 ●● +0/+3 until end of turn 1/3.

Abeysance INS R *** ●●●● WL
 Target player may not play instants, interrupts, sorceries or use any effects requiring an activation cost until end of turn. Draw a card.

Abolish INS U *** ●●●● PY
 You may discard a plains from your hand instead of paying Abolish's mana cost. Destroy target artifact or enchantment.

Absolute Grace EN U *** ●●●● UZ
 All creatures gain protection from black.

Absolute Luck EN U *** ●●●● UZ
 All creatures gain protection from red.

Absu Ja'tar SC R *** ●●●● AMCH
 If Absu Ja'tar is destroyed in combat, all creatures blocked or blocked by Absu Ja'tar are destroyed and cannot regenerate 0/1.

Academy Rector SC R *** ●●●● UD
 When Rector is put into a graveyard from play, you may remove Rector from the game. If you do, search your library for an enchantment card and put that card into play 1/2.

Admiral Unaro SC R *** ●●●● IA
 ●● Add either ● or ● to your mana pool. This mana can only be used for cumulative upkeep 2/2.

Advance Scout SC C *** ●●●● TM
 First strike. Target creature gains first strike until end of turn 1/1.

Afterlife INS U *** ●●●● MGMM
 Flying. Target creature. Its controller puts a 1/1 white token with flying into play.

Akron Legionnaire SC R *** ●●●● LG4th
 Of your non-artifact creatures only, a Legionnaire may attack 4/4.

Alabaster Dragon SC R *** ●●●● WL
 Flying. If Dragon is put into any graveyard from play, shuffle Dragon into its owner's library.

Alabaster Pylon SC C *** ●●●● LG4th
 Target player gains X life or prevent X damage to any target.

Alabaster Wall SC C *** ●●●● MM
 ●● Prevent the next 1 damage that would be dealt to target creature or player this turn 3/4.

Alarm SC C *** ●●●● MC
 Untap target non-attacking creature. It gains +1/+3 until end of turn.

Alley INS C *** ●●●● EX
 Backstab. Destroy target enchantment.

Alms EN C *** ●●●● WL
 ●● Remove the top card of your graveyard from the game. Prevent 1 damage to any creature.

Amrou Kithkin SC C *** ●●●● LG4th
 Creatures with power greater than 2 may not block Amrou 1/1.

Angelic Blessing SC R *** ●●●● EX
 Target creature gains +3/+3 and flying until end of turn.

Angelic Chorus EN R *** ●●●● UZ
 When a creature comes into play under your control, gain life equal to its toughness.

Angelic Curator SC C *** ●●●● UZ
 Flying. Protection from artifacts 1/1.

Angelic Favor INS J *** ●●●● NE
 If you control any planes, you may tap an untapped white creature you control instead of paying Angelic Favor's mana cost. Play Angelic Favor only during combat step. Put a 4/4 flying Angel token into play. Remove it from the game at the end of turn.

Angelic Page SC C *** ●●●● UZ
 Flying. Target attacking or blocking creature gains +1/+1 until end of turn 1/1.

Angelic Protector SC U *** ●●●● TM
 Flying. If Protector is target of a spell or ability, it gains +0/+3 until end of turn 2/2.

Angelic Renewal EN C *** ●●●● WL
 If any creatures are put into your graveyard from play, you may bury Angelic Renewal and discard one of those creatures into play.

Angelic Voices EN R *** ●●●● LG4th
 If you control only white or artifact creatures, all creatures you control gain +1/+1.

Angry Mob SC U *** ●●●● DK4th
 Frantic. During your turn, equals the total number of swamps in opponents' graveyards. equals 0 2+7/2+.

Animate Wall EN C *** ●●●● Basic
 Target wall may now attack.

Anoint INS C *** ●●●● TM
 Backstab. Prevent up to 3 damage to any creature.

Archangel SC R *** ●●●● VS6th
 Flying. Attacking does not cause Archangel to tap 3/5.

Archery Training EN U *** ●●●● UZ
 At the beginning of your upkeep, you may put a counter on Training. Enchanted creature gains +1/+1. This creature deals X damage to target attacking or blocking creature where X is the number of counters.

Arctic Foxes SC C *** ●●●● IA
 11 defender controls any snow covered lands. Arctic Foxes may not be blocked by any creature with power greater than 1 1/1.

Ardent Militia SC J *** ●●●● WL5th
 Attacking does not cause Ardent Militia to tap 2/5.

Arson's Aura EN C *** ●●●● IA5th
 ●● Sacrifice an enchantment to destroy target enchantment.

Argivian Enchanter SC R *** ●●●● UZ
 ●● Counter an enchantment to be in being cast.

Argivian Archaeologist SC R *** ●●●● AQ
 ●● Return an artifact from your graveyard to your hand 1/1.

Argivian Blacksmith SC C *** ●●●● AQ
 ●● Prevent 7 damage to target artifact creature 2/2.

Argivian Find INS R *** ●●●● WL
 Return target artifact or enchantment from your graveyard to your hand.

Armageddon SOR R *** ●●●● Basic
 Destroy all lands.

Armistice EN R *** ●●●● MM
 3 ●● Draw a card. Target opponent gains 3 life.

Armor of Faith SC C *** ●●●● IA5th
 Target creature gains +1/+1. ●● +0/+1.

Armor Silver SC U *** ●●●● TM
 Each Silver gains +1/+1. This creature gains +0/+1 until end of turn 2/2.

Armored Pegasus SC C *** ●●●● TM6th
 Flying 1/2.

Army of Allah INS C *** ●●●● AN
 All attacking creatures gain +2/+4 until end of turn.

Arrest EN U *** ●●●● MM
 Enchanted creature can't attack or use any activated abilities.

Artifact Ward EN C *** ●●●● AQ
 Target creature may not be blocked by artifact creatures. Cannot be targeted by artifacts and takes no damage from artifacts.

Aura Fracture EN C *** ●●●● PY
 Sacrifice a land. Destroy target enchantment.

Aura of Silence EN J *** ●●●● WL
 Artifact and enchantment spells cost target opponent an extra 2 to play. Sacrifice. Destroy target artifact or enchantment.

Auraptor SC R *** ●●●● TM
 Sacrifice an enchantment 2/+2 until end of turn 1/2.

Auspicious Ancestor SC R *** ●●●● MC
 If Ancestor is put into graveyard from play, gain 3 life. ●● Gain 1 life if only when a white spell is cast and only once per spell 2/3.

Avatar of Hope SC R *** ●●●● PY
 Flying. Avatar of Hope can block any number of creatures. If you have 3 life or less, Avatar of Hope costs ●● less to play 4/3.

Avenge on-Dad SC R *** ●●●● NE
 ●● Discard a card from your hand. Remove target attacking creature from the game. Its controller gains life equal to its toughness 1/1.

Avening Angel SC R *** ●●●● TM
 Flying. If Angel is put into any graveyard from play, you may put 11 out of owner's library 3/3.

Aysen Bureaucrat SC R *** ●●●● HL5th
 ●● Tap target creature with power no greater than 2 1/1.

Aysen Crusader SC R *** ●●●● HL
 equals number of horses in play 2/+2+.

Aysen Highway EN R *** ●●●● HL
 All white creatures gain planeswalk.

Balala SOR R *** ●●●● LUR4th
 All players must discard enough lands, cards in hand and creatures so that everyone has the same number as the player with the lowest number of each.

Ballista Squad SC U *** ●●●● MM
 ●● Squad deals X damage to target attacking or blocking creature 1/2.

Bandage INS C *** ●●●● SH
 Prevent 1 damage to any creature or player. Draw a card.

Battle Cry INS U *** ●●●● SH
 ●● Battle with your white creatures. All blockers gain +1/+1 this turn.

Beast Walkers SC R *** ●●●● 1/1
 ●● Battle with your white creatures. All blockers gain +1/+1 this turn.

Benishen Hero SC C *** ●●●● LUR4th
 Benishen 1-1.

Benishen Infantry SC C *** ●●●● WL
 Benishen 1-1.

Benishen Knight SC C *** ●●●● WL
 1st strike. If this player knight as an instant 2/2.

Benishen Missionary SC R *** ●●●● WL
 1st strike. Target blocked creature deals no damage this turn 1/1.

Benevolent Unicorn SC C *** ●●●● MC
 Whenever a spell assigns damage, that damage is reduced by 1 1/2.

Black Scarab EN U *** ●●●● LUR4th
 Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.

Black Ward EN U *** ●●●● LUR4th
 Target creature gains protection from black.

Blaze of Glory INS R *** ●●●● LJ
 Target creature must block all creatures that 1 is able to block.

Blessed Reversal SC R *** ●●●● UZ
 1st strike. For each creature attacking you.

STUMPERS



If I play Treachery on a Wild Mammoth, will it stay under my control?

Not necessarily. If your opponent has more creatures, the Wild Mammoth will run away from you despite the Treachery. The enchantment card remains in play but has no effect.

Blessed Wind SOR R *** ●●●● PY
 Target creature's total toughness 20.

Blessed Wind INS C *** ●●●● IA5th
 Gain 1 life. Cantrip.

Blessing EN C *** ●●●● LUR4th
 +1/+1.

Blinding Angel SC R *** ●●●● NE
 Flying. Whenever Blinding Angel deals combat damage to a player, that player loses his next combat phase 2/4.

Blinding Light SOR R *** ●●●● MG
 Tap all non-white creatures.

Blinking Spirit SC R *** ●●●● IA5th
 ●● Return Blinking Spirit to its owner's hand 2/2.

Blood of the Martyr INS U *** ●●●● DK4th
 Until end of turn, you may redirect damage done to your creatures to yourself instead.

Blue Scarab EN J *** ●●●● A
 Target creature gains +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.

Blue Ward EN U *** ●●●● LUR4th
 Target creature gains protection from blue.

Brainwash EN C *** ●●●● DK4th
 Target creature may not attack unless its controller spends ●●.

Brilliant Halo EN C *** ●●●● UZ
 Creature gets +1/+2. When halo is put into a graveyard, return it to owner's hand.

Burst of Energy INS C *** ●●●● JL
 Untap target permanent.

Call to Arms EN R *** ●●●● A
 Choose a card. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Buy. Cantrip. Armies at any time opponent doesn't control more cards of that color than any other color.

Calming Lull SC U *** ●●●● SH
 ●● Becomes a creature enchantment that reads: "Enchanted creature cannot attack." Move card onto target creature. You may pay ●● to end this effect 2/2.

Camel SC C *** ●●●● AN
 Bending Camel and those loaded with it are immune to Deserts 0/1.

Capashen Knight SC C *** ●●●● UD

Capashen Standard EN C *** ●●●● JD
 Enchanted creature gains +1/+1. ●● Sacrifice. Draw a card.

Capashen Templar SC R *** ●●●● IA5th
 ●● Capashen Templar gains +0/+1 until end of turn.

Caribou Range EN R *** ●●●● UZ
 ●● Tap enchanted land. Put a Caribou token into play. Treat this token as a 0/1 white creature. Sacrifice a token. Gain 1 life.

Carrier Pigeons SC C *** ●●●● AI
 Flying. Cantrip 1/1.

Castle EN U *** ●●●● Basic
 Your untapped, non-attacking creatures gain +0/+2.

Catalcym SC R *** ●●●● SH
 Each player chooses from the permanents he controls an artifact, a creature, an enchantment and a land and sacrifices the rest.

Catastrophe SOR R *** ●●●● UZ
 Destroy all lands or bury all creatures.

Celestial Convergence EN R *** ●●●● PY
 Comes into play with seven enemy counters on it. At the beginning of your upkeep, remove an enemy counter from Celestial Convergence. If there are no enemy counters on Celestial Convergence, the player with the highest life total wins the game. If two or more players are tied for the highest life total, the game is a draw.

Celestial Dawn EN R *** ●●●● MG6th
 All non-land cards you own are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are ●.

Cessation EN C *** ●●●● UL
 Enchanted creature cannot attack. When Cessation is put into a graveyard from play, return Cessation to owner's hand.

Change of Heart INS C *** ●●●● SH
 ●● Target creature cannot attack this turn.

Charging Paladin SC U *** ●●●● EX
 1 Paladin attacks. It gains +0/+3 until end of turn 2/2.

Charm Peddler SC C *** ●●●● MC
 ●● Discard a card. The next time a source of your choice would deal damage to you this turn, prevent that damage 1/1.

Charmed Griffin SC U *** ●●●● MM
 ●● Discard a card. Whenever Griffin is put into a graveyard from play, put an artifact or enchantment card into play from his hand 3/3.

Chieftain on-Dad SC U *** ●●●● NE
 Whenever Chieftain on-Dad attacks attacking creature, gain first strike until end of turn 2/2.

Chieftain Alchemist SC R *** ●●●● MM
 ●● Discard a card. The next time a source of your choice would deal damage to you this turn, prevent that damage and gain that much life 1/1.

Chieftain Bruiser SC R *** ●●●● 3/4
 Whenever Bruiser attacks, you may tap up to two creatures 3/4.

Chieftain Legate SC U *** ●●●● MM
 Protection from black. If an opponent casts a sorcery and you control a planes, you may play Legate without paying its cost 1/2.

Chieftain Revolutionary SC R *** ●●●● 2/2
 Prevent a damage that would be dealt to Cho-Manno 2/2.

Common Cause EN R *** ●●●● MM
 Nonartifact creatures gain +2/+2 as long as they all share a color.

Congregate NS C *** ●●●● UZ
 Target player gains 2 life for each creature in play.

Consecrate Land EN U *** ●●●● L U
 Enchanted land cannot be destroyed.

Contemplation EN C *** ●●●● SH
 Whenever you successfully cast a spell, gain 1 life.

Convenience EN R *** ●●●● EX
 During your upkeep, if you have 10 or less life, gain 1 life.

Conversion EN U *** ●●●● LUR4th
 All mountains are now plains. You must pay ●● during upkeep.

Convicted Criminal SC C *** ●●●● SH
 Enchanted creature gains +1/+1. ●● Return Convicted Criminal to owner's hand.

Cooperation EN C *** ●●●● JA
 Target creature gains banding.

Cornered Market EN R *** ●●●● MM
 Players can't play spells or nonbasic lands with the same name as a card in play.

Crackdown EN R *** ●●●● MM
 Nonwhite creatures with power 3 or greater don't untap during their controllers' untap phase.

Crossbow Infantry SC C *** ●●●● MM
 ●● Deals 1 damage to target attacking or blocking creature 1/1.

Crusade SC R *** ●●●● Basic
 All white creatures gain +1/+1.

D'Avenant Archer SC C *** ●●●● LG4th
 ●● Deals 1 damage to target attacking or blocking creature 1/2.

Dampening Field EN U *** ●●●● AQ
 No creature can untap more than once an artifact during its untap step.

Darje Griffin SC U *** ●●●● VS6th
 Flying. Sacrifice. Destroy target basic creature 2/2.

Dazzling Beauty INS C *** ●●●● MS
 Target unblocked creature is considered blocked. Draw a card.

Death Spooker SC J *** ●●●● HL5th
 Remove from back 1-1.

Death Ward INS C *** ●●●● LUR4th
 Regenerate target creature.

Debt of Loyalty INS R *** ●●●● WL
 Regenerate target creature. Gain control of that creature.

Defender en-Vec SC C *** ●●●● NE
 Fading 4. Remove a face counter from Defender en-Vec. Prevent the next 1 damage that would be dealt to target creature or player this turn 2/4.

Defender of Law SC C *** ●●●● JL
 Protection from red. You may cast any time you could play an instant 2/1.

Defensive Formation EN C *** ●●●● UZ
 You can't destroy a creature attacking you deal combat damage.

Defiant Falcon SC C *** ●●●● UZ
 Rebel flying 4/4. Search your library for a Rebel card with converted mana cost 3 or less and put that card into play 1/1.

Defiant Vanguard SC C *** ●●●● NE
 Rebel. When Defiant Vanguard blocks, at end of combat, destroy 1 card in your hand. If you have 10 or less life, search your library for a Rebel card with converted mana cost 4 or less and put that card into play 2/2.

Devout Harpist SC C *** ●●●● UL
 ●● Destroy target creature enchantment 1/1.

Devout Witness SC C *** ●●●● MM
 1 ●● Discard a card. Destroy target artifact or enchantment 2/2.

Disciple of Grace SC C *** ●●●● UZ
 Protection from black. Cycling 2 1/2.

Disciple of Law SC C *** ●●●● UZ
 Protection from red. Cycling 2 1/2.

Disempower INS C *** ●●●● MG
 Put target artifact or enchantment on top of its owner's library.

Disenchant INS C *** ●●●● Basic
 Destroy target enchantment or artifact. Also in IAMG TM2/MM.

Divine Intervention EN R *** ●●●● LG
 Put two counters on Intervention. Remove one counter during your upkeep. When both are removed, the game ends in a draw.

Divine Offering INS C *** ●●●● LG4th
 Destroy target artifact, gaining life equal to its casting cost.

Divine Retribution INS R *** ●●●● MG
 Deals 1 damage to target attacking creature for each attacking creature.

Divine Transformation EN C *** ●●●● LG4th
 Target creature gains +3/+3.

Diving Griffin SC C *** ●●●● PY
 Flying. Attacking doesn't cause Diving Griffin to tap 2/2.

Draught EN C *** ●●●● UZ
 During your upkeep, pay ●● or destroy Draught. In order to cast a spell that has ●● as part of its casting cost or use an ability that requires ●●, the player must sacrifice a swamp for each ●● spell or effect.

Duskdrifter Falcon SC C *** ●●●● UZ
 Flying. Protection from black 1/1.

Dust to Dust SOR U *** ●●●● DK5th
 Remove two target artifacts from the game.

Eklundu Griffin SC C *** ●●●● MG6th
 Flying. Cantrip 2/2.

Elder Land Wurm SC R *** ●●●● LG4th
 1 Wurm. Cantrip. Cantrip. Cantrip. It has been assigned to block 3/5.

Elite Archers SC R *** ●●●● 3/3
 ●● Deals 3 damage to target attacking or blocking creature 3/3.

Elite Jailbreaker SC C *** ●●●● TM
 If Jailbreaker blocks, it deals 1 damage to target attacking creature 2/2.

Evilish Healer SC C *** ●●●● IA
 ●● Prevent 1 damage to any target or 2 damage to a green creature 1/2.

Empirical Armer EN C *** ●●●● WL
 Enchanted creature gains +X/+X, where X is the number of cards in your hand.

Enchanted Being SC C *** ●●●● LG
 Takes no combat damage from enchanted creatures 2/2.

Enduring Renewal EN R *** ●●●● 2/2
 Play with your hand face up. If you draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.

Energy Storm EN R *** ●●●● IA
 ●● Damage done by instants, interrupts and sorceries is reduced to 0. Flying creatures do not untap during their controllers' untap.

Enlightened Tutor INS U *** ●●●● MG6th
 Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card on top of your library.

Entangler EN C *** ●●●● PY
 Enchanted creature may block any number of creatures.

Equinox EN C *** ●●●● LG
 Tap enchanted land and Counter target spell that would destroy one or more of your lands.

Equipments EN R *** ●●●● VS
 During your upkeep, for each and target spell control in excess of 4 lands you control, target and he controls phases out. Repeat this process for artifacts and creatures.

Erase INS C *** ●●●● JL
 Remove target enchantment from the game.

Errand of Duty INS C *** ●●●● A

MAGIC

The Gathering

Players Guide

NAME	KIND	CR	PR	COST	SETS
Ethereal Champion	SC	R	***	MG.6th	
Pay 1 life. Prevent 1 damage to Ethereal Champion 3/4.					
Exalted Dragon	SC	R	***	EX	
Flying Dragon cannot attack. Sacrifice a land. Dragon may attack this turn 5/5.					
Exorcise	INS	C	***	PY	
Remove target attacking creature from the game unless its controller pays X.					
Exile	INS	R	***	AL.8th	
Remove target non-white attacker from the game. Gain life equal to toughness.					
Exorcist	SC	R	***	DK	
Destroy target black creature 1/1.					
Expendable Troops	SC	C	***	UL	
Sacrifice 2 damage to target attacking or blocking creature 2/1.					
Eye for an Eye	INS	R	***	AN.R.4th.5th	
Deal as much damage to controller of a creature, spell, or effect as target creature, spell, or effect deals to you.					
Eye of Singularity	EW	R	***	VS	
When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.					
Faith Healer	SC	R	***	UZ	
Sacrifice an enchantment. Gain life equal to its casting cost 1/1.					
False Prophet	SC	R	***	UD	
When Prophet is put into graveyard from play, remove all creatures from the game 2/2.					
Fanatical Devotion	SC	C	***	NE	
Sacrifice a creature. Regenerate target creature.					
Farmstead	EL	R	***	LUR	
Gain 1 life. Use once per turn, and only during your upkeep.					
Farrar's Mantle	EC	U	***	FE	
If target creature attacks and is not blocked, it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.					
Farrar's Zealot	SC	C	***	FE	
If Zealot is not blocked, you may deal 3 damage to target creature. If you do, Farrar's Zealot deals 3 damage to target creature 2/2.					
Farrar's Priest	SC	U	***	PT	
Add to pool. Buy if more than 1 is spent in one turn 1/3.					
Fasting	EN	U	***	DK	
Skip your draw step. Gain 2 life. Destroy Fasting if you draw a card for any reason or if it has been in play for five of your upkeeps.					
Favorable Destiny	SC	U	***	MG	
As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white, it gains +1/+2.					
Femeral Healer	SC	C	***	MG	
Prevent 1 damage to any creature or player 1/1.					
Femeral Knight	SC	R	***	MG	
Attacking does not cause Knight to tap 2/2.					
Femeral Scouts	SC	C	***	MG	
1/4.					
Fend Off	INS	C	***	UD	
Cycling. Target creature deals no combat damage this turn.					
Festive	INS	C	***	DK	
Opponent may not declare an attack this turn. Play during opponent's upkeep.					
Field of Souls	EN	R	***	TM	
Whenever a non-taken creature is put into your graveyard from play put an Essence token in play. Treat as a 1/1 white creature with flying.					
Field Surgeon	SC	C	***	UD	
Put an untapped creature you control. Prevent the next 1 damage to target creature this turn 1/1.					
Fire and Brimstone	INS	U	***	DK	
Deals 4 damage to target player and deals 4 damage to you. May only be cast if that opponent has declared an attack this turn.					
Flicker	UD				
Remove target nontoken perm. from game, then return it to play under owner's control.					
Flickering Ward	EC	U	***	TM	
When you play Ward, choose a color. Enchanted creature gains protection from the chosen color. Return Ward to owner's hand.					
Flowering Field	SC	U	***	PY	
Enchanted land. Prevent the next 1 damage that would be dealt to target creature or player this turn.					
Fortisyan Brigade	SC	U	***	WL	
May block up to two creatures each combat 2/4.					
Formation	INS	R	***	IA	
Give target creature banding until end of turn. Cantrip.					
Fortified Area	EN	U	***	LG.4th	
All your lands gain +1/+0 and banding.					
Fountain Watch	SC	R	***	MM	
Artifacts and enchantments you control can't be the target of spells or effects 2/4.					
Freewind Falcon	SC	C	***	VS	
Flying, protection from red 1/1.					
Fresh Painters	SC	C	***	MM	
2/2.					
Fylgia	SC	C	***	IA	
Put four counters on Fylgia. Remove a counter. Prevent 1 damage to enchanted creature. Put a counter on Fylgia.					
Galaxy	INS	U	***	TM	
Target black creature gains +1/+0 until end of turn. Draw a card.					
General Jackal	SL	R	***	IA	
Exchange two blockers without creating an illegal block 1/2.					
Gerrard's Battle Cry	EN	U	***	TM	
All creature you control gain +1/+1 until end of turn.					
Gerrard's Wisdom	SC	U	***	WL	
For each card in your hand, gain 2 life.					
Glittering Lion	SC	U	***	PY	
Prevent all damage that would be dealt to Glittering Lion.					
Jind of turn, Lion loses "Prevent all damage that would be dealt to Lion." Any player may play this ability 2/2.					
Glittering Lynx	SC	C	***	PY	
Prevent all damage that would be dealt to Glittering Lynx.					

NAME	KIND	CR	PR	COST	SETS
Unit of turn, Lynx loses "Prevent all damage that would be dealt to Lynx." Any player may play this ability 1/1.					
Glorious Anthem	EN	R	***	UZ	
All creatures you control gain +1/+1.					
Glyph of Life	INS	C	***	LG	
Gain life equal to the damage dealt to target wall by an attacker.					
Gossamer Chains	EN	C	***	VS	
Return to owner's hand: Target unblocked creature deals no combat damage this turn.					
Great Defender	INS	U	***	LG	
Target creature gains +0/+X until end of turn, where X is the creature's cost.					
Great Wall	EN	U	***	LG	
Creatures with plainwalk may be blocked.					
Greater Healer of Preservation	EN	U	***	LG.5th	
Prevent all damage to you from a red or black source.					
Green Angel	INS	U	***	IA	
Target creature gains +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.					
Green Ward	EC	U	***	LUR.4th	
Target creature gains protection from green.					
Guardian Angel	INS	U	***	LUR	
Prevent 1 damage dealt to a target.					
Guided Strike	INS	C	***	WL	
Target creature gains +1/+0 and first strike until end of turn. Draw a card.					
Hallowed Ground	EN	U	***	IA	
Return a non-snow-covered land you control to its owner's hand.					

KILLER COMBOS

Enchant Creature

At the beginning of your upkeep, you may cast an enchantment creature on a creature. As the beginning of the upkeep of enchanted creature's controller, Enchanting Wound deals X damage to that player, where X is the number of unblocked creatures on Enchanting Wound.

—Lisa, Cheryl & Matthew Wilson

The Wound will get your opponent into big trouble if it sits there for long. If the creature can't receive damage, he'll be unable to put it out of its misery.

owner's hand	SC	R	***	FE
Tap three white creatures you control. Destroy target creature 2/6.				
Kanna's Custody	EN	R	***	TM
Artifacts cannot be the target of spells or abilities.				
Kazhdur the Abbot	SL	R	***	HL
Redirect to Kazhdur X damage dealt to a white creature you control 2/5.				
Meel	INS	C	***	IA.5th
Prevent 1 damage to any target. Cantrip.				
Healing Salve	INS	C	***	Base.MG.2d
Choose one—Target player gains 3 life; or prevent up to 3 damage to a target.				
Heaven Gate	INS	U	***	LG
Change the color of one or more creatures to white until end of turn.				
Heavy Ballista	SC	U	***	WL.5th
Deals 2 damage to target attacking or blocking creature 2/3.				
Herald of Serra	SC	R	***	TM.3d
Pyro, who. Attacking does not cause Herald of Serra to tap 3/4.				
Herr's Heirloom	EC	C	***	TM.6d
Enchanted creature gets +1/+5.				
Heroism	EN	U	***	FE
Sacrifice a white creature. Prevent red attackers from dealing damage in combat this turn. Attacker may pay 1 life so an attacker may deal damage normally.				
Hidden Retreat	EN	R	***	SH
Choose a card in your hand and put it on top of your library. Prevent all damage from an instant or sorcery.				
High Ground	EN	U	***	EX
Each creature you control may block one additional creature.				
Hippocampus	SC	U	***	IA.5th
Cannot block creatures with power 3 or greater unless you pay 1/3.				
Holy Armor	EC	C	***	LUR.4th
Target creature gains +0/+2.				
Holy Day	INS	C	***	LG
Creatures deal no combat damage this turn.				
Holy Light	INS	U	***	DK
Give all non-white creatures -1/-1 until end of turn.				
Holy Strength	EC	C	***	LUR.4th.5th
Target creature gains +1/+2.				
Honor Guard	SC	C	***	SH
Honor Guard gains +0/+1 until end of turn 1/1.				
Honor's Fallen	INS	R	***	GM
Remove all creatures in all graveyards from the game. You gain 1 life for each card removed.				
Honorable Passage	INS	U	***	VS
Prevent all damage to you, target creature from any source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.				
Hope and Glory	INS	U	***	UL
Untap two target creatures. Each gains +1/+1 until end of turn.				
Hope Charm	INS	C	***	VS
Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.				

NAME	KIND	CR	PR	COST	SETS
Humiliate	JS	U	***	UZ	
Target creature loses all abilities and is 0/1 until end of turn.					
Humility	EN	R	***	TM	
Each creature loses all abilities and is a 1/1 creature.					
Incantation Infused	SC	C	***	FE	
Banding. First strike 1/1.					
Incantation Javeliners	SC	C	***	FE	
Put a counter on Javeliners when cast. Remove the counter to deal 1 damage to any target 1/1.					
Incantation Lieutenant	SC	R	***	FE	
Give target Soldier +1/+0 until end of turn 1/2.					
Incantation Moneychanger	SC	C	***	FE	
Loss 3 life when casting and put three counters on Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice: Gain 1 life for each counter on it. Use only during upkeep 0/2.					
Incantation Phalanx	SC	U	***	FE.5th	
Bands 2/4.					
Incantation Priest	SC	U	***	FE	
Target creature gains +1/+1 until end of turn 1/1.					
Incantation Scout	SC	C	***	FE.5th	
Target creature gains first strike 1/1.					
Incantation Skirmishers	SC	R	***	FE	
Banding, first strike. All creatures that band with Skirmishers gain first strike until end of turn 1/1.					
Incantation Town	SC	R	***	FE.5th.6th	
Put four Citizen tokens, which are 1/1 white creatures, into play.					
Ignoble Soldier	SC	U	***	MM	
Whenever Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn 3/1.					

NAME	KIND	CR	PR	COST	SETS
Jihad	EN	R	***	AN	
Choose a color. All white creatures gain +2/+1. Bury Jihad if at any time opponent does not control at least one card of that color.					
Juniper Order Advocate	SC	J	***	AI	
If Advocate is untapped, all your green creatures gain +1/+1 1/2.					
Justice	EN	U	***	IA.5th	
You must pay. During upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.					
Karma	EN	U	***	LUR.4th.5th	
During each player's upkeep, Karma deals to him 1 damage for each swamp he controls.					
Karmic Deed	SC	R	***	UL	
Flying, protection from black, who. When Gude comes into play, choose target creature in your graveyard and put it into play 2/2.					
Keeper of the Light	SC	U	***	EX	
Gain 3 life. Use only if you have less life than target opponent 1/2.					
Keepers of the Faith	SC	C	***	LG.6th	
2/3.					
Kelskino Ranger	SC	C	***	IA	
Target green creature gains first strike until end of turn 1/1.					
King Suleiman	SC	R	***	AN	
Destroy target Djinn or Elf 1/1.					
Kismet	EN	U	***	LG.4th.5th.6th	
All of opponent's creatures, lands and artifacts enter play tapped.					
Kithian Armor	SC	R	***	WL	
Enchanted creature cannot be blocked by creatures with power 3 or greater. Sacrifice Armor. Prevent all damage to enchanted creature from one source.					
Kjeldoran Elite Guard	SC	U	***	IA	
Target creature gains +2/+2. Bury Kjeldoran Elite Guard if that creature leaves play this turn 2/2.					
Kjeldoran Escort	SC	C	***	AI	
Banding 2/3.					
Kjeldoran Guard	SC	C	***	IA	
Target creature gains +1/+1 until end of turn. If that creature leaves play, bury Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands 1/1.					
Kjeldoran Home Guard	SC	U	***	AI	
At the end of each combat in which Guard attacked or blocked, put a -0/-1 counter on Guard and put a 0/1 white Deserter token into play 1/6.					
Kjeldoran Knight	SC	R	***	IA	
Banding. +1/+0. +0/+2 1/1.					
Kjeldoran Phalanx	SC	R	***	IA	
First strike, banding 2/5.					
Kjeldoran Pride	EC	C	***	AI	
Enchanted creature gains +1/+2. Switch Kjeldoran Pride from creature to enchants to another creature. The new target must be legal.					
Kjeldoran Royal Guard	SC	U	***	IA.5th.6th	
Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead 2/5.					
Kjeldoran Skycaptain	SC	U	***	IA.5th	
Flying, banding, first strike 2/2.					
Kjeldoran Skyknight	SC	C	***	IA	
Flying, banding, first strike 1/1.					
Kjeldoran Warrior	SC	C	***	TM	
Banding 1/1.					
Knight of Dawn	SC	U	***	TM	
First strike. Knight gains protection from a color of your choice until end of turn 2/2.					
Knight of Valor	SC	C	***	VS	
Flying. Each creature without flying blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn 2/2.					
Knighthood	EN	U	***	UL	
All creatures you control gain first strike.					
Knights of Thara	SC	R	***	DK	
Protection from red, banding 2/2.					
Kor Chant	INS	C	***	EX	
Redirect to target creature all damage dealt to any one creature you control from any one source.					
Lance	EC	U	***	LUR	
Enchanted creature gains first strike.					
Lancers en-Kor	SC	U	***	SH	
Trample. Redirect 1 damage from Lancers to a creature you control 3/3.					
Land Tax	EN	R	***	LG.4th	
If opponent controls more lands than you during your upkeep you may take up to three basic lands from your library into your hand.					
Lashknife	EC	C	***	NE	
If you control a plains, you may tap an untapped creature you control without paying its mana cost. Enchanted creature has first strike.					
Last Breath	INS	U	***	MM	
Remove target creature with power 2 or less from the game. Its controller gains 4 life.					
Lawbringer	SC	C	***	NE	
Rebel. Sacrifice: Remove target red creature from game 2/2.					
Leaches	SC	R	***	HL	
Target player loses all poison counters and takes 1 damage per counter.					
Lifeflood	EN	R	***	LG	
Gain 1 life whenever target opponent taps a mountain.					
Light of Day	EN	U	***	TM.6th	
Black creatures cannot attack or block.					
Lightbringer	SC	R	***	NE	
Rebel. Sacrifice: Remove target black creature from game 2/2.					

NAME	RARE	TYPE	CM	PN	COST	SETS
Mangara's Blessing	INS	U	***	●●●	●●	MG
Can 5 life. If a spell or effect by opponent causes you to discard Blessing, gain 1 life and return Blessing to your hand at end of turn						
Mangara's Equity	EN	U	●●●	●●●	●●●	MG
Each black or red. During your upkeep, you must pay ●●● For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature						
Marble Titan	SC	R	●	●●●	●●●	TM
Creatures with power 3 or greater do not untap as normal. 3/3 U						
Mary's Cause	EN	U	●●	●●●	●●●	MG
Scarify a creature. Prevent all damage to a creature or player from one source						
Mary's Cry	SOR	R	●●	●●●	●●	DK
Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled						
Martyrdom	INS	C	●●●	●●●	●●●	AI
Redirect to target creature you control any amount of damage until end of turn						
Martyrs of Korlis	SC	U	●●●	●●●	●●●	AI
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. 1/6						
Mask of Law and Grace	EC	C	●●	●●●	●●	UD
Enchanted creature gains protection from black and protection from red						
Master Juggler	SC	C	●●●	●●●	●●●	TM
●●● Tap target creature. 1/2						
Master Healer	SC	R	●●●	●●●	●●	UD
●●● Prevent the next 4 damage to target creature or player this turn. 1/4						
Master of Arms	SC	U	●●	●●●	●●	WL
●●● Tap target creature blocking Master. 2/2						
Melrose Spirit	INS	C	●●●	●●●	●●●	MG
Flying. Protect from black. 3/3						
Mercenary Informer	SC	R	●●●	●●●	●●	PY
Can't be the target of black spells or abilities. ●●● Tap target Mercenary card on the bottom of its owner's library. 2/3						
Mercenaries	SC	R	●●	●●●	●●	AI
A player may play ●● to prevent Mercenaries from dealing combat damage						
Mesa Falcon	SC	C	●●	●●●	●●	ML5th,6th
●●● Gains +0/+1 until end of turn. 1/1						
Mesa Pegasus	SC	C	●●	●●●	●●	LUR,4th,5th
Flying. banding 1/1						
Mine Bearer	SC	C	●●	●●●	●●	PY
●●● Sacrifice Bearer. Destroy target attacking creature. 1/1						
Miracle Worker	SC	U	●●	●●●	●●	DK
●●● Tap target creature. 1/1						
Miraculous Recovery	INS	U	●●	●●●	●●	VS
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played						
Mirror Strike	INS	U	●●	●●●	●●	PY
Target unblocked creature deals combat damage to its controller instead of you this turn						
Mistborn Griffin	SC	U	●●	●●●	●●	WL
Flying. If Griffin is put into any graveyard from play, remove Griffin from the game, then put the top creature card from your discard into play. 2/2						
Moat	EN	R	●●●	●●●	●●	LG
Non-flying creature cannot attack						
Moment of Silence	INS	C	●●	●●●	●●	MM
Target attack stops his combat phase this turn						
Monk Idealism	SC	U	●●	●●●	●●	U2
When Idealist comes into play, return target enchantment card from your graveyard to your hand. 2/2						
Monk Realist	SC	C	●●	●●●	●●	U2
When Realist comes into play, destroy target enchantment. 1/1						
Mortal Maw	EN	U	●●	●●●	●●	AI
Whenever a creature is put into a graveyard from play, gain 1 life						
Morish Cavalry	SC	C	●●	●●●	●●	AK
Trample. 3/3						
Morale	INS	C	●●	●●●	●●	DK,4th
SAI attacking creatures gains +1/+1 until end of turn.						
Mother of Runes	SC	C	●●	●●●	●●	UL
Target creature you control gains protection from a color of your choice until end of turn. 1/1						
Mounted Archers	SC	C	●●	●●●	●●	TM
Can block creatures with flying. ●● Can block an additional creature this turn. 2/3						
Mutter on-Dal	SC	C	●●	●●●	●●	NE
●●● Discard a card from your hand. Target creature can't attack this turn. 1/1						
Nightingale Griffin	SC	U	●●	●●●	●●	MG
Flying. ●●● Return Griffin to owner's hand and return target Griffin in your graveyard to your hand. Use only during your upkeep. 2/2						
Nightingale Herder	SC	C	●●	●●●	●●	MG
Flicking. 1/1						
Muzzle	EC	C	●●	●●●	●●	MM
Prevent all damage that would be dealt by enchanted creature.						
Nightwind Blinder	SC	C	●●	●●●	●●	UL
Flying. protection from black. 2/1						
Noble Elephant	SC	C	●●	●●●	●●	MG
Trampling, trample 2/2						
Noble Purpose	EN	U	●●	●●●	●●	AI
Whenever a creature you control deals combat damage, you gain that much life						
Noble Stand	EN	U	●●	●●●	●●	NE
Whenever a creature you control blocks, you gain 2 life. AI						
Noble Stowds	EN	C	●●	●●●	●●	AI
●●● Tap target creature. Gains first strike until end of turn. AI						
Nomads at-Risk	SC	C	●●	●●●	●●	SH
●●● Restrict 1 damage from Nomads at-Risk to a creature you control. 1/1						
Northern Paladin	SC	R	●●	●●●	●●	LUR,4th
●●● Destroy target basic permanent. 3/3						
Null Chimer	EW	R	●●	●●●	●●	VS
You can't target opponent's such name any card except basic land. Those cards cannot be played.						
Path of Lies	EW	R	●●	●●●	●●	EX
During each player's upkeep, if the control fewer lands than target opponent, he may search his library for a basic land card and put that land into play.						
Piff Balance	INS	C	●●	●●●	●●	NE
Target creature can't attack or block this turn.						
Spinal Acrothit	SC	C	●●	●●●	●●	AI
Whenever an opponent successfully casts a creature spell, if Acrothit is an enchantment, it becomes a 2/4 Guardian creature. Acrothit becomes an enchantment.						
Spinal Archangel	EN	R	●●	●●●	●●	U2
When one of your opponents casts a creature, Archangel becomes a 5/5 flying Angel. Attacking does not cause Archangel to tap.						
Spinal Avenger	EN	R	●●	●●●	●●	AI
When you have 10 life or less, Spal Avenger becomes a 3/5 creature that counts as a guardian.						
Spinal Caryabid	EN	C	●●	●●●	●●	U2
When one of your opponents successfully casts a creature spell, if Caryabid is an enchantment, Caryabid becomes a 2/2 Soldier.						
Spinal Champion	EN	C	●●	●●●	●●	U2
When one of your opponents successfully casts a creature spell,						

NAME	KIND	CR	PR	COST	SETS
Opal Champion	EN	C	**	●●●	UZ
Opal Champion becomes a 3/3 creature with first strike that counts as a knight.					
Opal Gargoyle	EN	C	**	●●●	UZ
When one of your opponents successfully casts a creature spell, Gargoyle becomes a 2/2 flying creature.					
Opal Titan	EN	C	***	●●●●●	UZ
When one of your opponents successfully casts a creature spell, Titan becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant.					
Opalescence	EN	R	**	●●●●●	UO
Each of your global enchantments also a creature with power and toughness equal to its converted mana cost.					
Oracle on-Vec	SC	R	**	●●●	TM
●●● Opponent chooses some creatures he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn.					
Oracle's Attendants	SC	R	***	●●●	NE
●●● All damage that would be dealt to target creature this turn by a source of your choice is dealt to Attendants instead. 1/5.					
Order of Leibniz	SC	C	●●●●	●●●●	FE
Protection from black. ●●●● +1/+4. First strike. 2/1.					
Order of the Sacred Torch	SC	R	***	●●●●	A5.6th
●●● Pay 1 life to counter a black spell 2/2.					
Order of the White Shield	SC	U	●●●●	●●●●	A5.6th
Protection from black. ●●●● +1/+4. First Strike. 2/1.					
Orin's Hammer	SL	R	***	●●●●	TM
Counts as a 2-Head. ●●●● Prevent up to 3 damage to any creature or player this turn.					
Orin's Curse	INS	C	●●●	●●●●	MM
If you control a planes, you may tap an untapped creature you control instead of paying the cost of Orin's Curse. Prevent the next 4 damage that would be dealt to target creature or planes this turn.					
Orin's Prayer	INS	C	●●●	●●●●	TM
If any creature attacks you, gain 1 life for each attacking creature.					
Oval Vultures	EN	C	●●●●	●●●●	LG.4th
Flying. After a turn in which a creature died, add a counter to Vultures. Remove two creatures. Vultures gain +1/+1 until the end of the turn.					
Pacifism	EN	C	●●●●	●●●●	MG.1TM.UG.6th
Enchanted creature cannot attack or block.					
Paladin on-Vec	SC	R	***	●●●●	EX
First strike. Protection from black. Protection from red. 2/2.					
Parallel Wave	EN	R	***	●●●●	NE
●●●● Remove a creature from play from Parallel Wave. Remove target creature from the game. When Parallel Wave leaves play, return to play under its owner's control all cards removed from the game with Parallel Wave.					
Parapet	EN	C	**	●●●●	VS
You may choose to play Parapet as an instant. If you do bury it at end of turn. Enchanted creature you control gets +1/+1.					
Pariah	EN	C	**	●●●●	UZ
Redirect to enchanted creature all damage dealt to you.					
Path of Peace	SC	C	**	●●●●	U
Destroy target creature. That creature's owner gains 4 life.					
Path of Unrest	SC	U	***	●●●●	U
Destroy two target enchantments.					
Peace of Mind	EN	U	●●●●	●●●●	EX

NAME	KIND	CN	PR	CRST	SETS
Icar's Birth	SOR R	• • • • •	• • • • •		LX
Put all basic lands from all graveyards into play under their owner's control tapped.					
Planar Collapse	EN R	• • • • •	• • • • •		UL
During your upkeep, if there are four or more creatures in play sacrifice Collops and destroy all other creatures. Those creatures cannot regenerate this turn.					
Preacher	SC R	• • • • •	• • • • •		UL
Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature. 1/1.					
Premises of the Master	UI	• • • • •	• • • • •		LS/LZ
Whenever a player enters in enchantment slot, counter it.					
Prismatic Circle	EN C	• • • • •	• • • • •	MG	MG
CJ Choose a color. ● Prevent all damage to you from a source of that color.					
Prismatic Ward	EP C	• • • • •	• • • • •	UA/Sh	UA/Sh
Choose a color when Prismatic Ward comes into play. All damage dealt to enchanted creature by sources of that color is reduced to 0.					
Prophecy	SOR C	• • • • •	• • • • •		HL
Reveal the top card of opponent's library to all players. If it is land, reveal a gain 1 tile. That opponent then shuffles his library. Gain 1 life.					
Pursuit	BNS R	• • • • •	• • • • •		SH
Change the color of one card being played or in play to white.					
Purify	R	• • • • •	• • • • •	• • • • •	WH
Destroy all artifacts and enchantments.					
Result of Knowledge	EN R	• • • • •	• • • • •		SH
Shin draws a card. Put a counter on Pursuit. Remove three counters from Pursuit. Shin gains a new aspect.					
Quickening Lich	SC U	• • • • •	• • • • •		TM
● ● ● ● ● Loid becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. You pay 1/1 to end this effect. 1/1.					
Radiant Archer	INS C	• • • • •	• • • • •		LA
Flying. Comes as an angel! Attacking doesn't cause Radiant to tap. Gains +1/+1 for each other flying creature in play. 3/3.					
Radiant's Dragons	SC U	• • • • •	• • • • •		TM
Echo When Radiant's Dragons comes into play, gain 5 life. 2/5.					
Radiant's Judgment	INS C	• • • • •	• • • • •		LA
Destroy target creature. ● Destroy all cards ending in "ing".					
Rally	BNS C	• • • • •	• • • • •		IA
All blocking creatures gain +1/+1 at greater end of turn.					
Ramsonian Captain	SC U	• • • • •	• • • • •		NM
First strike. ● Search your library for a Rebel card with converted cost 4 or less and put that card into play. 2/2.					
Ramsonian Commander	SC	• • • • •	• • • • •		NM
● Search your library for a Rebel card with converted costs 5 or less and put that card into play. 2/4.					
Ramsonian Lieutenant	SC	• • • • •	• • • • •		NM
● Search your library for a Rebel card with converted cost 3 or less and put that card into play. 1/2.					
Ramsonian Lady	BNS C	• • • • •	• • • • •		NM
If you control a plains, you may tap an untapped creature you control instead of paying Rally's cost. Creatures you control gain +1/+1 until end of turn.					
Ramsonian Sergeant	SC	• • • • •	• • • • •		NM
● Search your library for a Rebel card with converted cost 6 or less and put that card into play. 1/1.					

NAME	KIND	CR	PR	COST	SETS
When Requary Monk is put into a graveyard from play, destroy target artifact or enchantment. 2/2					
Remembrance	EN	R	VS:SH
Present up to 5 damage to a number of creatures and/or players.					
Remembrance	EN	R	UZ
Whenever a nontoken creature you control is put into a graveyard, you may search your library for a copy of that creature, reveal the card and put it into your hand.					
Remove Enchantments	INS	U	UZ
Return all your enchantments to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.					
Renounce	INS	U	MM
Sacrifice any number of permanents. You gain 2 life for each sacrificed.					
Repentance	SOR	U	TM
Target creature deals to itself damage equal to its power.					
Repentant Blacksmith	SC	C	AN,CH,SH
Protection from red. 1/2.					
Requiesce	SOR	R	U
Return all enchantment cards from your graveyard to play.					
Resplish	INS	U	ALG
Bury target creature with power 4 or greater.					
Resistance Fighter	SC	C	VS:SH
Sacrifice. Target creature deals no combat damage this turn. 1/1.					
Resurrection	SOR	U	LJ,UR
Return a creature from your graveyard to play.					
Restitution of the Blood	INS	U
Bury all creatures with power 4 or greater.					
Reveille Squad	SC	U	PY
Whenever you're attacked, if Reveille Squad is untapped, you may untap all creatures you control. 3/3.					
Revered Elder	SC	C	MM
Prevent the next 1 damage that would be dealt to Elder this turn. 1/2.					
Revered Unicorn	SC	U	WL
Cl: 1/1. If Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep. 2/3.					
Reverent Mantis	INS	R	MM
You may remove a white card in your hand from the game instead of paying Mantis's mana cost. All creatures gain protection from the color of your choice until end of turn.					
Reverse Damage	SC	C	Basic
Prevent all damage from one source and gain an equal amount of life.					
Reverse Polarity	INS	C	AQR
All damage you have taken from all artifacts this turn is retroactively added to your life total instead.					
Rhysic Circle	INS	U	PY
Any player may pay 1. If one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.					
Rhysic Shield	INS	C	PY
Creatures you control get +0/+1 and end of turn. They get an additional +0/+2 until end of turn unless any player pays.					
Righteous Auras	EN	C	VS,MM
Pay 2 life. Prevent all damage to you from any one source.					
Righteous Anger	SC	U	LG
Plowback 3/1.					
Righteous Indignation	EN	U	MM
Whenever a creature blocks a black or red creature, the blocking creature gains +1/+1 until end of turn.					
Righteousness	INS	R	LJ,UR,4th,5th
Target attacking creature gains +7/+7 until end of turn.					
Rites of Steel	EN	C	SH
Enchanted creature gains +0/+2. Cantrip.					
Rolling Stones	EN	R	MG
Walls can attack as though they were not Walls.					
Royal Decree	EN	C	AI
Cl: 1/1. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, deal 1 damage to its controller.					
Royal Herald	SC	R	AI
Remove the top card of your library from the game. Gain 1 life. 1/1.					
ReP: Artifacts	EN	U	UZ
Prevent all damage to you from an artifact source. Cycling.					
ReP: Black	EN	C	UZ
Prevent all damage to you from a black source. Cycling.					
ReP: Blue	EN	C	UZ
Prevent all damage to you from a blue source. Cycling.					
ReP: Green	EN	C	UZ
Prevent all damage to you from a green source. Cycling.					
ReP: Lands	EN	C	UZ
Prevent all damage to you from a land source. Cycling.					
ReP: Red	EN	C	UZ
Prevent all damage to you from a red source. Cycling.					
ReP: White	EN	C	UZ
Prevent all damage to you from a white source. Cycling.					
Sacred Blood	EN	C	AI,SH
Prevent up to 3 damage to target creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.					
Sacred Ground	EN	R	SH
Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.					
Sacred Ground	SC	R	TM
Cl: 1/1. Satchel Guide: Reveal and remove cards from your library from the game until you reveal a white card. Put that card into your hand. 1/1.					
Sacred Mesa	EN	R	MG
During your upkeep sacrifice a Pegasus or bury Sacred Mesa.					
Put a Pegasus token into play. Treat this token as a 1/1 with flying creature.					
Safeguard	EN	R	MM
Target creature deals no combat damage this turn.					
Sancti Alchemist	SC	C	HL
Prevent 4 damage to a creature you control. Tap the creature. It doesn't untap during your next upkeep. 0/2.					
Sancti Blessing	EC	C	SH
Target creature's permanent. Prevent all damage to any creature from any one source.					
Sancti Healer	SC	C	Basic
Prevent 1 damage to any target. 1/1.					
Sancti Sanctuary	EN	R	PY
Prevent the next 1 damage that would be dealt to target creature this turn. Any player may play this ability.					
Sancimonium	EN	R	UD
Whenever one of your opponents puts a mountain for mana, you may gain 1 life.					
Sancmonium Custodian	SC	C	UZ
Prevent up to 2 damage to a creature or player. 1/2.					
Sancmonium Guardian	SC	U	UZ
Prevent all damage to a creature or player from one source. 1/4.					
Savannah Lions	SC	R	LJ,UR,4th
Scapegoat	INS	U	SH
Sacrifice a creature. Return any number of target creatures you control to owner's hand.					
Scart of the Betrayer	INS	U	AI
You may remove a white card in hand from game instead of paying casting cost. Prevent up to seven damage to target.					

STUMPERS



Suppose I cast Armageddon, so there are no lands left in play. Is Fen Stalker unblockable?

Yes, the Stalker is unblockable. If you don't control any lands at all, then you certainly don't control any untapped lands.

[illegible]

2 or less and put that card into play. 1/1.

Flaming Sky Marshal SC R ●●● MM

Flaming Sky ●●● Search your library for a Redic card with converted cost 6 or less and put that card into play. 3/3.

Rapid Fire R INS R ●●● LG

Target creature gains first strike and rampage 2. Play before defense is chosen.

Rapelling Scouts SC R --- MM

Flaming Sky creatures with flying if Rashida the Slayer chooses until end of turn 1/4.

Rashida Scalebane SL R ●●● MG

●●● Bury target attacking or blocking Dragon. Gain life equal to its power 3/4.

Rashida the Slayer SL U ●●● HL

Can block creatures with flying if Rashida the Slayer blocks a black creature it gains +1/+2 until the end of turn 3/3.

Reaping the Rewards INS C ●●● EX

Backstab—Sacrifice a land. Gain 2 min.

Recognition EN U ●●● EX

●●● Remove target attacking creature you control from combat until end of turn.

Red Scarab FC U ●●● IA

Target creature gains ●2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

Red Ward EC U --- LUX,4th

Target creature gains protection from red.

Redundant INS U ●●● UZ

Prevent all damage to you or two creatures.

Regal Unicorn SC C ●●● 5th,6th

2/3

Reinforcements INS C --- AI

Put up to 3 creature cards from your graveyard on top of your library in any order.

Reic War EA U ●●● VS

You may choose to play Reic War as an instant. If you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.

MAGIC

The Gathering

Players Guide

NAME KIND CR PR COST SETS

creature or player and put a +0/+1 counter on creature for each damage prevented.

Scent of Jasmine INS C * * * * * UZ
Reveal any number of white cards in your hand. Gain 2 life for each card revealed.

Scour INS U * * * * * UZ
Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his library.

Seal of Cleansing EN C * * * * * NE
Sacrifice Seal: Destroy target artifact or enchantment.

Seasoned Marshal SC U * * * * * UZ
Whenever Marshal attacks, you may tap target creature. 2/2

Seasoned Tactician SC R * * * * * AI
Remove the top four cards of your library from the game. Prevent all damage to you from one source. 1/3.

Security Detail EN R * * * * * MM
Put a 1/1 white Soldier token into play. Play this ability only if you control no creatures and only once each turn.

Sector EC C * * * * * LG,4th
Target creature may only be blocked by white or artifact creatures.

Serpent SC R * * * * * AI,5th
Flying. If a creature dies during a turn in which Serpent damaged you, put it into your control. Buy it if Serpent leaves you or your control. 4/4.

Sereno Offering INS U * * * * * TM
Destroy target enchantment. Gain life equal to its total casting cost.

Serra Advocate SC U * * * * * LG,5th
Flying. Target attacking or blocking creature gains +2/+2 until end of turn. 2/2.

Serra Angel SC U * * * * * LUR,4th
Flying. Does not tap to attack. 4/4.

Serra Avatar SC R * * * * * UZ
Power and toughness are equal to your life total. When Avatar is put into a graveyard, also Avatar into owner's library. 7/7.

Serra Aviator EN R * * * * * HL
All creatures with flying gain +1/+1.

Serra Bestiary EC C * * * * * HL,5th
Pay * during your upkeep or buy Bestiary. Target creature cannot block, attack or use any abilities that have * in its activation cost.

Serra Inquisitors SC U * * * * * HL
If blocked or blocked by black creatures, Inquisitors gain +2/+0. 3/3.

Serra Paladin SC C * * * * * HL,5th
Prevent 1 damage to any creature or player. * * * * *

Serra Zealot SC C * * * * * UZ
First strike. 1/1.

Serra's Blessing EN U * * * * * WL,5th
Attacking does not cause creatures you control to tap.

Serra's Embrace EC U * * * * * UZ
Enchanted creature gains +2/+2 and flying. Attacking does not cause enchanted creature to tap.

Serra's Hymn EN U * * * * * UZ
During your upkeep, you may put a counter on Hymn. Sacrifice: Prevent up to X damage total to any number of creatures and/or players, where X is the number of counters.

Serra's Liturgy EN R * * * * * UZ
During your upkeep, you may put a counter on Liturgy. Sacrifice: Destroy up to X target artifacts and/or enchantments, where X is the number of counters.

Shackles EC C * * * * * EX
Enchanted creature does not untap. * * * * *

Shardwane INS U * * * * * MG
Prevent all damage to you or a creature you control from any source. If source is black, gain 1 life for each 1 damage prevented.

Shahrazad SC R * * * * * AN
Players must suspend game in progress and play a sub-game with their current Horaries. Loser loses all of his life points (round up loss). Cards used in the subgame are shuffled back into your library for the main game.

Shaman ex-Kor SC R * * * * * SH
Redirect 1 damage from Shaman to a creature you control. Redirect to Shaman ex-Kor all damage dealt to any one creature from any one source. 1/2.

Shattering Prayers EN R * * * * * PY
Basic lands each player controls can't be the targets of spells or abilities as long as that player controls three or fewer lands.

Shield Bearer SC C * * * * * IA,5th
Banding. 0/3.

Shield Guard SC U * * * * * PY
The next time target attacking creature would deal combat damage to Shield Guard's turn, that creature deals the damage to itself instead. 1/3.

Shield Mite SC * * * * * EX
Sacrifice: Target creature gains +0/+4 until end of turn. 1/1.

Shield Wall INS U * * * * * LS,CR,5th
All your creatures gain +0/+2 until end of turn.

Shimmering Barrier SC U * * * * * UZ
First strike. Cycling. 1/3.

Silver Javelin SL R * * * * * MG
Flying. If Silver attacks, put a creature defending player controls. 2/2.

Silent Attendant SC C * * * * * UZ
Gain 1 life. 0/2.

Silkenstitch Fighter SC C * * * * * NE
Whenever Silkenstitch Fighter becomes blocked, untap it. 1/3.

Silkenstitch Order SC U * * * * * NE
Whenever Silkenstitch Order becomes blocked, untap it. 3/5.

Shiv's Rage INS U * * * * * NE
If an opponent controls a mountain and you control a plains, you may play Shiv's Rage without paying its mana cost. Prevent all damage that would be dealt this turn to creatures you control.

Shiv's Valor INS R * * * * * NE
If you control a plains, you may tap an untapped creature you control instead of paying the mana cost. All damage that would be dealt to target creature this turn is dealt to you instead.

Skyward Falcon SC C * * * * * SH
Flying. Attacking does not cause Skyward Falcon to tap. 1/1.

NAME	KIND	CR	PR	COST	SETS
Smile	INS	C	***	●	SH
Destroy target blocked creature.					
Snow Hound	SC	U	**	●	IA
* Return Hound and target black or green creature you control to owner's hand. 1/1.					
Solidarity	INS	C	***	●	UD
Creatures you control gain +0/+5 until end of turn.					
Soltari Champion	SC	R	***	●	SH
Shadow. If Champion attacks, all your other creatures gain +1/+1 until end of turn. 2/2.					
Soltari Crusader	SC	U	**	●	TM
Shadow. * Crusader gains +1/+4 until end of turn. 2/1.					
Soltari Enforcer	SC	R	***	●	AI
* Soltari Enforcer gains shadow until end of turn. 2/1.					
Soltari Foot Soldier	SC	C	**	●	TM
Shadow. 1/1.					
Soltari Lancer	SC	C	**	●	TM
Shadow. First strike when attacking. 2/2.					
Soltari Monk	SC	U	**	●	TM
Protection from black. Shadow. 2/1.					
Soltari Priest	SC	U	**	●	TM
Protection from red. Shadow. 2/1.					
Soltari Trooper	SC	U	**	●	TM
Shadow. If Trooper attacks, it gains +1/+1 until end of turn. 1/1.					
Soltari Visionary	SC	C	**	●	EX
Shadow. If Visionary damages a player, destroy an enchantment that player controls. 2/2.					
Songstitcher	SC	U	**	●	UZ
* Target attacking creature with flying deals no combat damage this turn. 1/1.					
Soothing Gains	INS	C	***	●	MM
Target player gains 5 life.					
Soraya the Falconer	SL	R	***	●	HL
All Falcons gain +1/+1. * Target Falcon gains banding. 2/2.					
Soul Charmer	SC	C	***	●	PY
Whenever Soul Charmer deals combat damage to a creature, you gain 2 life unless its controller pays * 2/2.					
Soul Echo	INS	C	***	●	MG
Put 1 counters on Echo. At beginning of your upkeep if there are no counters on Echo but 1, otherwise, target opponent may choose that he or she will pay 1 damage to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.					
Soul Sculptor	SC	R	***	●	UZ
Whenever a target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell. 1/1.					
Soul Shepherd	SC	C	**	●	WL
* Remove a creature in your graveyard from the game. Gain 1 life. 2/1.					
Soul Ward	SC	C	**	●	EX
Whenever any other creature comes into play, gain 1 life. 1/1.					
Southern Paladin	SC	R	***	●	WL
* Destroy target red permanent. 3/3.					
Spectral Guardian	SC	R	***	●	MG
As long as Spectral Guardian is untapped, non-creature artifacts can't be the target of spells or effects. 2/3.					
Spine-A-Kor	SC	C	***	●	SH
Flying. * Redirect 1 damage from Spine-A to a creature you control. 2/2.					
Spirit Link	EC	U	**	●	LG,4th,5th,6th
Gain 1 life for every point of damage dealt by enchanted creature.					
Spirit Mirror	EN	R	***	●	TM
During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token into play. * Destroy target Reflection token. 1/2.					
Spiritual Asylum	EN	R	***	●	NE
Asylum and lands you control can't be the target of spells or abilities. When a creature you control attacks, sacrifice Asylum. 1/2.					
Spiritual Focus	EN	R	***	●	MG
Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.					
Spiritual Sanctuary	EN	R	***	●	LG
Any player controlling plains gains 1 life during his upkeep.					
Squire	SC	C	**	●	DK
1/2.					
Standing Troops	SC	C	**	●	EX,5th
Attacking does not cause Standing Troops to tap. 1/4.					
Staunch Defenders	SC	U	**	●	TM,6th
When Staunch Defenders comes into play, gain 4 life. 3/4.					
Steadfast Guard	SC	C	**	●	MM
Attacking doesn't cause Guard to tap. 2/2.					
Story Circle	EN	U	**	●	MM
As Circle comes into play, choose a color. * The next time a point of the chosen color would deal damage to you this turn, prevent that damage. 1/2.					
Sun Clasp	EC	C	**	●	VS

KILLER COMBOS




Search your library for up to three copies of target creature, reveal them, and put them into your hand. Then shuffle your library.

The one you see is just a diversion.

Make a Splinter token, then use Pack Hunt on it. Apparently, the rules say you can get three Splinter instant cards from your deck. Weird.

NAME	KIND	CR	PR	COST	SETS
Enchanted creature gains +1/+3. * Return creature to owner's hand.					
Sunweb	SC	R	***	●	MG,6th
Flying. Cannot block creatures with power 2 or less. 5/6.					
Sustainer of the Realm	SC	U	***	●	UL
Flying. Whenever Sustainer blocks, it gains +0/+2 until end of turn. 2/3.					
Sustaining Spirit	SC	R	**	●	AI
CU * * * Any damage that would reduce your life total to less than 1 instead reduces it to 1. 0/3.					
Sword Dancer	SC	U	**	●	PY
* Target attacking creature gets -1/-0 until end of turn. 1/2.					
Swarm in Plovers	INS	U	***	●	LUR,4th,IA
Remove target creature from game. Controller gains life equal to its power.					
Sworn Defender	SC	R	**	●	AI
* Change power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.					
Talon Sliver	SC	C	**	●	TM
All Slivers gain first strike. 1/1.					
Tariff	SC	R	***	●	WL,6th
Each player chooses a creature with the highest casting cost he controls, and plays mana equal to that creature's casting cost or loses the creature.					
Task Force	SC	C	**	●	MM
Whenever Force becomes the target of a spell or ability, it gains +0/+3 until end of turn. 1/3.					
Teleri's Honor Guard	SC	U	**	●	SH
Flanking. * Phases out. 2/2.					
Temper	INS	U	**	●	VS
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.					
Torenko Griffin	SC	C	***	●	MG
Banding. Flying. 2/2.					
Tethered Griffin	SC	R	**	●	UD
Flying. 3/5.					
When you control no enchantments, sacrifice Tethered Griffin. 2/2.					
Thermal Glacier	SC	C	***	●	MM
Flying. Protection from red.					
Thunder Spirit	SC	R	***	●	LG
Flying. First strike. 2/2.					
Tiths	INS	R	***	●	VS
Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand.					
Tivadar's Crusade	SC	U	**	●	DK
All Golbans are destroyed.					
Tonic Puddler	SC	U	**	●	NE
* Discard a card. Target player gains 3 life.					
Twinkle	SC	R	**	●	NE
Remove target creature with the greatest power from the game. (If two or more creatures are tied, target only one of them.)					
Unearthed Angel	SC	C	**	●	MG
Flying. 1/5. She don't look very threatened, though.					
Trade Caravan	SC	C	**	●	HL
During your upkeep, put a counter on Caravan. Remove two counters from Caravan. Untap target basic land. Use only during opponent's upkeep. 1/1.					
Tragic Poet	SC	C	**	●	UL
* Sacrifice: Return target enchantment card from your graveyard to land. 1/1.					
Trap Runner	SC	U	**	●	MM
* Target attacking unblocked creature becomes blocked. 2/3.					
Treasure Hunter	SC	U	**	●	EX
When Hunter comes into play, return an artifact from your graveyard to land. 2/2.					
Trenching Stead	SC	C	**	●	PY
Sacrifice a land: Stead gets +0/+3 until end of turn. 2/3.					
Troubled Healer	SC	C	***	●	PY
Sacrifice a land: Prevent the next 2 damage that would be dealt to target creature or player this turn. 1/2.					
Truce	INS	R	**	●	HL,5th
Each player may draw up to two cards. For each card less than two a player draws, he gains 2 life.					
Tundra Wolves	SC	C	**	●	LG,4th,5th,6th
First strike. 1/1.					
Unlikely Alliance	EN	U	**	●	AI
* Target non-attacking, non-blocking creature gains +0/+2.					
Unyare Griffin	SC	U	**	●	MG
Flying. Sacrifice Unyare Griffin. Counter target red spell that assigns damage to you or a creature you control. 2/2.					
Venerable Monk	SC	C	**	●	SH,6th
When Venerable Monk comes into play, gain 2 life. 2/2.					

NAME	KIND	CR	PR	COST	SETS
Veteran Bodyguard	SC	R	***	●	LUR
You must redirect all damage done to you by unblocked creatures to Bodyguard unless Bodyguard is tapped. 2/5.					
Vigilant Martyr	SC	U	***	●	MG
Sacrifice: Regenerate target creature. * Sacrifice: Counter a target spell that targets an enchantment in play. 1/1.					
Visions	SC	R	***	●	LG,4th
Look at the top 5 cards of any library, then reshuffle it if you want.					
Voice of Duty	SC	U	***	●	UD
Flying. Protection from green. 2/2.					
Voice of Brice	SC	U	***	●	UZ
Flying. Protection from black. 2/2.					
Voice of Law	SC	U	***	●	UZ
Flying. Protection from red. 2/2.					
Voice of Reason	SC	U	***	●	UD
Flying. Protection from blue. 2/2.					
Voice of Truth	SC	U	***	●	NE
Flying. Protection from white. 2/2.					
Volunteer Reserves	SC	U	***	●	WL
Banding. CU. * 2/4.					
Wall of Catpaws	SC	C	**	●	LS
If Wall of Catpaws blocks with other walls, it gains banding. 2/1.					
Wall of Essence	SC	U	***	●	SH
For each 1 combat damage dealt to Wall, gain 1 life. 0/4.					
Wall of Gears	SC	U	***	●	LG
Wall may block any number of creatures each combat. 0/5.					
Wall of Light	SC	U	***	●	LG
Protection from black. 1/5.					
Wall of Nets	SC	R	***	●	EX
At end of combat, remove from game all creatures blocked by Wall. If Wall leaves play, return all removed creatures to the game. 0/7.					
Wall of Resistance	SC	C	**	●	MG
Flying. At the end of any turn in which Wall of Resistance is dealt damage put a +0/+1 counter on it. 0/3.					
Wall of Swords	SC	U	***	●	Basic
Flying. 3/5.					
War Elephant	SC	C	***	●	AK,CH
Banding. Bumping. 2/2.					
Ward of Lights	EC	C	***	●	MG
You may play Ward of Lights as an instant, if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.					
Warrior	EN	U	**	●	TM,6th
Whenever target opponent successfully casts a red spell, gain 2 life.					
Warning	INS	C	**	●	IA
Target attacking creature deals no damage in combat this turn.					
Warrior Angel	SC	R	***	●	SH
Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4.					
Warrior ex-Kor	SC	R	***	●	SH
* Redirect 1 damage from Warrior ex-Kor to a creature you control. 2/2.					
Warrior's Honor	INS	C	**	●	VS,6th
All creatures you control gain +1/+1 until end of turn.					
Wave of Hecatonkubi	SC	C	**	●	MM
Each creature deals to itself damage equal to its power.					
Waylay	INS	U	***	●	UZ
Put two 2/2 white Knight tokens into play. Use only during combat. Remove them from game at end of turn.					
Welkin Hawk	SC	C	**	●	EX
Flying. If Hawk is put into any graveyard from play, you may search your library for a Welkin Hawk card and put it into your hand. 1/1.					

Dragon Ball Z

Players Guide

NAME	TYPE	RAR
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NON-COMBAT

A Beginner's Heart is Dedicated	R
Increase the anger of a level 1 or 2 personality by 1 and discard this card from the game.	
Baba Witch Viewing Drill	R
Forces every villain opponent to constantly show his hand of cards face up at all times.	
Baba's Energy Blast	R
Does 3 life card discards in damage at any time to a foe. Discard this card from the game after use.	
Black Arm Bar Drill	Black U
Stops the first energy attack made on you in a combat. Can't be used with any Orange drills in play anywhere on the table.	
Black Bear Hug Drill	Black U
Creates a +2 stage drain with each successful physical attack made by this card's attacker.	
Black Defender Drill	Black U
Allows the defender to take 1 less life card draw from damage on any successful energy attack.	
Black Free-Style Drill	Black U
Draw a card from the bottom of your discard pile after receiving a successful energy attack. Cannot be used with any other Black Drill cards in play anywhere on the table.	
Black Physical Drill	Black U
Allows the defender to take 1 less life card discard from any physical attack. Can't be used with other Black drills in play on the table.	
Black Shadow Drill	Black R
Allows the card owner to take 2 less stages of power drain from a successful physical attack.	
Black Striking Drill	Black U
Allows the attacker to do 2 extra stages of power damage with every successful physical attack.	
Black Take-down Drill	Black U
Allows the attacker to draw a card into his hand in every phase he makes an attack.	
Blasting Anger!	U
Increase your anger level by 2. Take the top 2 cards from your discard pile and place them at the bottom of your life deck.	
Blue Breakfall Drill	Blue U
Allows the defender to take 2 less stages of power drain from any physical attack.	
Blue Cradle Drill	Blue U
For every life card you lose in combat, your foe loses 1 power stage, down to (0).	
Blue Deceiving Drill	Blue U
At the beginning of every combat where the personality is the defender, raise the power level of this card owner 3 stages, up to the maximum.	
Blue Enemies Drill	Blue U
Allows the personality to defend well against physical attacks and prevents 1 life card discard per combat, if the foe has an ally.	
Blue Life Defense Drill	Blue R
Drill prevents 1 life card of damage from being taken whenever a successful attack happens on the card owner.	
Blue Neck Restraint Drill	Blue U
Allows the attacker to inflict +3 stages of damage from any successful physical attack. Cannot be used with any other Blue drills in play on the table.	
Blue Off-Balancing Opponent Drill	Blue U
Creates +1 stage damage for each successful physical attack made by this personality.	
Blue Reversal Drill	Blue U
Do the exact same physical attack you defended against during your defending round of combat, once per combat.	
Broken Scouter	R
Your power level was miscounted. Raise it to full power. Discard this from the game after use.	
Bulma Finds a Dragon Ball	R
When the Bulma ally is in play, use this card to capture a Dragon Ball. Discard from the game after use.	
Bulma Finds a Drill	R
When the Bulma ally is in play, pick a drill from the life deck or the discards and put it into play.	
Burning Rage!	C
Increase your anger level by 2. Take the bottom 2 cards from your discard pile and place them at the bottom of your life deck. Discard this card from the game after use.	
Dream Chamber Training	U
Heroes only. 2 cards of the user's choice are placed at the bottom of your life deck. Discard from the game after use.	
Earth Dragon Ball 1	C
Instantly power up to full and draw a card.	
Earth Dragon Ball 2	C
All foes have their power ratings changed to 2 stages higher than 0.	
Earth Dragon Ball 3	U
Draw three cards if you wish, and place the top discarded card at the bottom of your life deck.	
Earth Dragon Ball 4	U
End the very next combat where you are forced into before you sustain damage. Your anger level increases 2.	
Earth Dragon Ball 5	U
Power up to full. Your anger level shifts up 2. Draw 2 cards if you wish and place the top 2 discarded cards at the bottom of your life deck.	
Earth Dragon Ball 6	R
This card ends a combat and the user is powered up to full. Shift all opponents' anger levels down 2.	

NAME	TYPE	RAR
Earth Dragon Ball 7		R
Play this card during combat to end the battle. Pick 3 cards out of your discard pile and place them at the top of your life deck. All opponents' anger levels shift down 2.		
Enraged!		R
Increase your anger level by 2. Select 2 cards from your discard pile and place them at the bottom of your life deck. Discard this card from the game after one use.		
Eyes of the Dragon		U
After a successful energy attack, this card owner can pick a Dragon Ball out of his deck and capture a Dragon Ball from the damaged foe. Limit 1 per deck.		
Fall 7 times, get up 8 times		C
The first successful physical attack on you is stopped. Discard this card from the game after use.		
Fortify Your Spirit		C
The first successful energy attack on you is stopped. Discard this card from the game after use.		
Frieza's Spirit		Pr
You reduce every hero's anger level to zero. Remove this card from the game after use.		
Gohan's Anger		Pr
Raise your anger by 2 and reduce every villain's anger by 1. Remove this card from game after use.		
Goku Honor Duel!		U
Goku uses the bottom 3 cards of the discard deck for the next combat instead of the cards from his life deck. If there are not enough cards, don't use this ability. Discard from the game after use.		
Goku's Capturing Drill		R
Prevents any Dragon Ball from being captured from this drill user.		
Goku's Lucky Break		R
Draw an unused Dragon Ball from your life deck and place it down. Shuffle the life deck afterwards.		
Goku's Mixing Drill		R
Allows multiple colors of drills to be used at the same time.		
Goku's Touch		C
After a successful physical attack, take a foe's Dragon Ball. Discard this card after use.		
Hero Advantage		R
Allows a hero to draw his cards from the top of the discard deck in the next combat. If there are not enough cards, the drill does not work. Discard from the game after use.		
It's the Little Things That Matter		C
Stop 1 successful energy or physical life card draw from happening. Discard this card from the game after use.		

NAME	TYPE	RAR
Krillin's Trick		Pr
Steal a Dragon Ball of your choice. Remove from the game after use		
Medic Kit		UR
Place the top 3 discard cards at the bottom of the life card deck. Limit 1 per deck		
Meditation Drill		U
Allows the player to shuffle their life deck or discards just before any announced combat		
Orange Body Shifting Drill	Orange	U
Allows the attacker to pay 1 stage instead of 2 on any energy attack		
Orange Energy Drill	Orange	U
Allows the defender to take 1 less life card discard from every energy attack. Cannot be used with other Orange Drills in play on the table		
Orange Focusing Drill	Orange	R
Prevents anything from happening to a personality's drills until he advances to his next level		
Orange Joint Restraint Drill	Orange	U
Allows the attacker to inflict +4 stages of damage from any successful physical attack		
Orange Lifting Drill	Orange	U
Sweeps everyone else's drills from the playing table, but not this personality's drills. Limit 1 per deck		
Orange Off-Balancing Drill	Orange	U
Stop the first physical attack made on you in a combat		
Orange Spontaneous Drill	Orange	U
Draw a card from the bottom of your discard pile after suffering a successful physical attack		
Orange Tripping Drill	Orange	U
Prevents 1 life card from being taken away by any successful energy attack on this card's owner		
Piccolo Defense Drill		U
Prevents 1 life card from being discarded from a successful energy attack		
Piccolo Honor Duel		U
Piccolo uses the bottom 3 cards of the discard deck for the next combat instead of the cards from his life deck. If there are not enough cards, don't use this ability. Discard from the game after use		
Piccolo's Flight		R
Stops a successful physical or energy attack		
Plant Two Saiibaimen		R
A villain may plant this card instead of combat. On his next turn, he takes his highest level saiibaimen and puts it into play as an ally. Discard this card from the game after use		

NAME	TYPE	RAR
Power Up the Most!		J
Powers up to the personality's highest stage. Select 2 discarded cards and place them at the bottom of your life deck		
Raditz Frying Kick		R
Physical attack doing triple the usual damage if successful		
Raditz Honor Duel!		J
Raditz uses the bottom 3 cards of the discard deck for the next combat instead of cards from his life deck. If there aren't enough cards, don't use this ability. Discard from game after use		
Red Coordination Drill	Red	U
Allows the defender to draw an extra card at the beginning of any combat if he desires.		
Red Kneel Pick Drill	Red	U
Allows the attacker to draw an extra card at the beginning of a combat.		
Red Life Attack Drill	Red	R
Drill does an extra life card of damage whenever successful damage is done		
Red Penetrating Defense Drill	Red	U
Stops 2 stages of power from being drained by any physical attack.		
Red Pressure-Point Drill	Red	U
Allows the attacker to do 1 extra life card of damage with every successful energy attack. Cannot be used with other Red Drills in play on the table.		
Red Reading Drill	Red	U
Foreknowledge allows the personality to take 1 less life card discard, once for the entire set of combat rounds.		
Red Healing Drill	Red	U
Prevents 1 life card draw from a successful energy attack.		
Red Wrist Control Drill	Red	U
For every 3 stages of power you lose, your foe loses 1 power stage down to (0).		
Respect the Spirit		R
The spirit of the Earth heals you. Place 2 discarded cards at the bottom of your life deck. Discard from the game after use.		
Roshi Training		U
Power Horses only. The top 3 discarded cards are placed at the bottom of your life deck.		
Roshi's Calming		R
Played at the end of a turn, it forces a foe back from level 2 to level 1. Limit 1 per deck.		
Saiyan Appraisal Maneuver	Saiyan	R
Name a Noncombat card and force with any in their decks must discard them from the game. Discard from the game after use.		
Saiyan Armor	Saiyan	U
Armor prevents 1 life card discard from any successful energy attack that would have normally forced 1 or more discards. Limit one per deck.		
Saiyan Battle Terms	Saiyan	R
Remove a Noncombat Card or ally from in front of another player from the game. Discard from the game after use.		
Saiyan City Destruction	Saiyan	C
One villain opts to destroy a city instead of combat on his next turn and places the top 2 cards of the discard pile at the bottom of the life deck. Discard from the game after use.		
Saiyan Honor Duets	Saiyan	R
In the next combat, draw cards from the bottom of the discard pile instead of the Life Deck. Discard after one use.		
Saiyan Power Drill	Saiyan	R
In all physical attacks the card owner does an extra 2 stages of power draining damage.		
Saiyan Training	Saiyan	U
Not usable by heroes except for Goku. 2 discarded cards of the user's choice are placed at the bottom of the life deck.		
Seizu Bean		C
This card is played and then is taken out of the game. It moves the power stage of the main personality to the highest rating.		
Super Saiyan Goku's Power		Pr
Intimidation removes foe's ally of your choice from game. Remove this card from game after use. Limit one per deck.		
T-Rex Defense		R
The beast takes all damage from physical attacks for the card user, but the first energy attack kills it. Discard from the game after 1 use.		
T-Rex Offense		R
In every battle where the card owner is attacking, it does 1 life card in damage per combat until an energy attack kills it.		
Touching the Unteachable Forces Obsession		R
Force another player to skip their combat step. Discard this from the game after use.		
Terrible Wounds		R
Place this on a foe's personality card. Reset the personality's anger to (0). It cannot go up until after he forces another player to discard a life card. Discard this from the game after use. Limit 1 per deck.		
The Untroubled Mind is Focused		C
Remove someone else's drill card or ally from the game. Discard this card from the game after use.		
Tien Mind Reading Trick		R
This card stays on the table. If Tien is in play, all villains must show their hands face up at all times.		
Unselfish Behavior is Best		R
The efforts of your allies stop this combat. You must have an ally out on the table to use this card. Discard from the game after use.		
Vegeta's Dragon Ball Capture		R
Capture 2 of a foe's Dragon Balls and place them at the bottom of his life deck. Limit 1 per deck.		
Vegeta's Plans		R
Get a Dragon Ball card from the life deck and put it into play. Remove from game after one use.		
Vegeta's Quickness Drill		R
At the beginning of each combat, draw 1 card from the bottom of the discard pile to use.		
Vegeta's Smirk		Pr
Select any Dragon Ball in your deck and put it into play.		
Vegeta's Trick		R
Find the foe's first Dragon Ball in his life deck and place it at the bottom of his deck. Limit 1 per deck.		

TOP 3 CARDS

Dragon Ball Z has a host of power cards. Some are specific to certain deck types; others belong anywhere. Try these out.



Dream Machine Battle

Just been nailed? Had a Dragon Ball stolen after taking damage? No worries: With this card, it never happened. Smile smugly as your opponent kisses good-bye to his best cards. If you're ahead on life, this eats into his deck nicely too.

King Kai Training	U
Heroes only. 2 cards of your choice are placed at the bottom of your life deck.	
King Kai Uniform	U
The uniform prevents 1 life card discard from any successful physical attack that would have normally forced 1 or more discards. Limit one per deck.	
King Kai's Calming	R
Played at the end of a turn, it forces a foe back from level 3 to level 2. Limit 1 per deck.	
Krillin's Drill	R
Does an extra life card of damage with each successful attack. More than 1 of these drills can be out at the same time.	

Earth Dragon Ball 7

Shut down your opponent's attack, knock his anger down two points and pick your three best discarded cards and stack 'em on top of your life deck! Just remember that there can only be one of these on the table, so play yours first.

Orange Joint Restraint Drill

Essential, whether you want to crush your opponent outright or just keep his power stages down while you go for a Personality or Dragon Ball victory. Every successful hit does four power stages extra. Ouch.

Power Gifting	R
One ally gives your main personality power on a stage for stage basis reducing their total and boosting your main personality's stage from the game after use.	
Power Up!	U
Powers up 5 stages for a personality, going no higher than their maximum stage. Take the top discarded card and place at the bottom of your life deck.	
Power Up More!	U
Powers up 6 stages for a personality, going no higher than maximum stage.	

KEY

C=COMMON U=UNCOMMON R=RARE F=FOIL PR=PROMO

RAR Rarity

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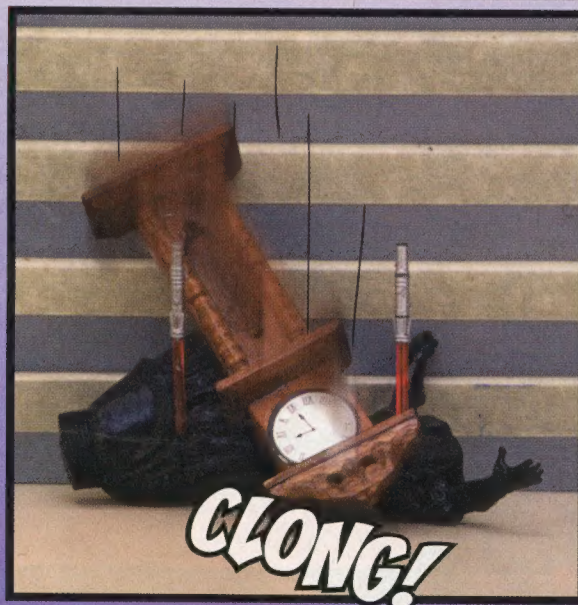
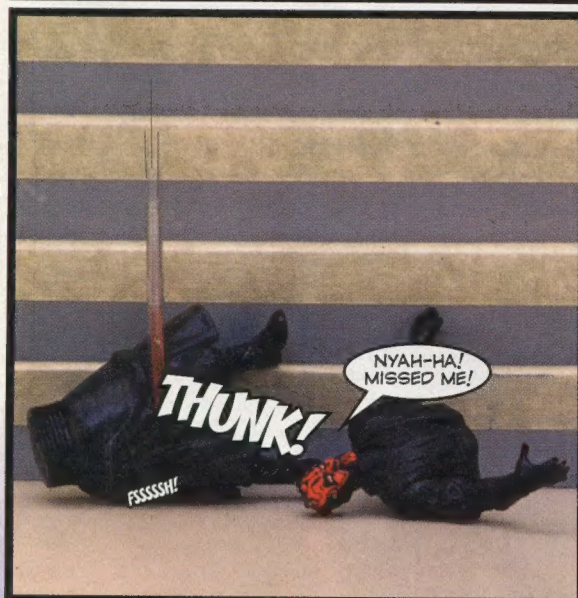
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Good, Better, Bestest

One of the great things about America is that people are always trying to make a buck by improving existing products. It's that whole "build a better mousetrap and the world will beat a path to your door" thing. And it's even true in gaming. People have been trying to improve classic games since the first cave-men played *Face in Fire*.

Not all these "improved" classics are big sellers, though. Here's more than a half-dozen, for example, that faded quickly.

Scratch 'n Sniff Monopoly

When you scratched the red bar on Kentucky Avenue the smell of chicken would fill the air. Not bad. But what sunk this game is that the low rent places—your Baltic and Mediterranean Avenues—smelled like ass. Literally. And you don't even want to ask what happened when you rubbed St. James Place.

Magic: The Caring

After religious zealots complained that *Magic* was evil, Wizards of the Coast came out with a kinder, gentler, version featuring cards like "Nerf Bat Of Bogardan," "Cuddly Stalker," "Pretty Birdie" and "Super Soaker." Sold only in the Bible Belt, even this version was quickly withdrawn when certain groups claimed the

"Deviled Ham" card was satanic.

Computer Army Men

This sounded good on paper. First, take an assortment of army man icons and set them up anywhere on the screen, then roll a virtual tennis ball and try to knock them over. Somehow, this wasn't as much fun as in real life.

V.R. Candy Land

Injecting some spice into this preschool classic was tough. But through the magic of virtual reality you were transported into a world made entirely of candy canes and gumdrops. The program worked too well, though, as after you unplugged yourself your teeth had rotted and you were hyperactive.

The Game of Life CCG

Not so much of an evolution as a whole new game, the *Life* CCG's biggest problem was that it took your entire lifetime to play. The idea was to collect as many cards as possible from birthday and Valentine's Day cards to social security and ATM cards.

Teletubby Battle Books

Each player bought a comic book featuring their favorite teletubby. To play, you picked a move and cross-referenced it with your opponent's move in the comic. But since teletubbies have limited mobility, very little fighting took place and games lasted for hours—days even. Later editions allowed Po to execute a double-roundhouse kick and La La to head-butt. Realism cranks dismissed these as being "untrue to the spirit of the show."

Edible Scrabble

The problem with *Scrabble* is that it's not collectible. Once you have all the letters, you don't have to buy anything else. The manufacturer thought it could increase sales by making the tiles edible. Each letter tasted like something that starts with that letter. Ms tasted like mangos, Vs like veal. What doomed this game, though, is the yucky tasting S tiles.

The InQuest Staff continues to look for a buyer for their live-action checkers game.



NERF NAZIS Even a "kinder, gentler" *Magic* couldn't survive in the South.

Ooops!
GAMING'S BIGGEST / S%
BLUNDERS

What were we thinking? When these *Magic* sets came out, *InQuest* didn't include Hammer Of Bogardan, Cursed Scroll and Masticore on their respective top 10 lists. Idiots.

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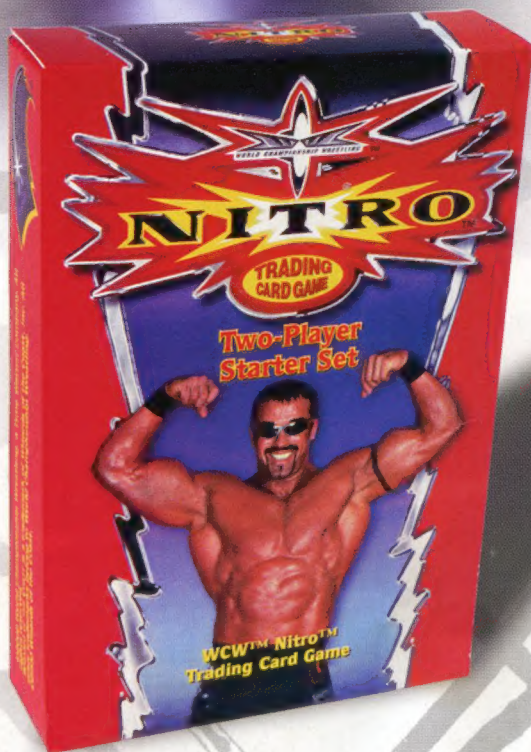
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